THE HANDHELD GAME CONSOLE encyclopedia vol.2

MICROVISION

ADVENTURE VISION

COLORVISION

SUPERVISION

R-ZONE

DaddaRuleKonge

This is a PDF/book made for people who collect for, or are interested in, older video consoles and games. I made this book because I like to learn about different video games and their systems.

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Mini-Arcade Gallery

Text are from: Electronic Games - July 1982
By Joyce worley

TOTAL CONTROL OVERLAYS **COLECO TOTAL CONTROL**

Many arcades consider stand-alones the step-children of the electronic game field. The first wave of battery-operated handheld games were, frankly, not too good. They had limited play possibilities, poor graphics, and little versatility. Serious gamers frequently dismissed them as mere children's toys. They just didn't hold a candle to the fine arcade programmable videogames that were available.

But technology moves on. Stand-alone games have benefited greatly from the breakthroughs that make this such an exciting hobby. Better designs make the games more challenging. Improved matrixing methods bring better graphics to the tiny playfields. Perhaps best of all, programmability has finally hit the stand-alone field in a big way. Mini-arcades capable of presenting a variety of action game have finally arrived.

The idea of programmability is very appealing to arcaders. It greatly increases the life expectancy of a unit, since the player who tires of one program can just insert another cartridge to enjoy a new game.

Of course, programmable tabletop devices aren't a totally new concept. Here's a rundown on some of the trailblazers:

The Great Game Machine by Applied Concepts pioneered programmable stand-alone games. The unit uses cartridges to play several strategy games including chess, checkers, reversi and blackjack. *The Great Game Machine* sells for $229.95, and the cartridges run about $100 each.

SELECT-A-GAME

Ave Micro System's **Sargon 2.5 Chess Program** also uses cartridges to provide variations. The manufacturer, wanting to be able to upgrade the chess program as improvements became available, designed the system to accept modules. It comes with the chess program, for $875. A checkers module is sold separately for $149.

Quiz game systems also make major use of programmability to enhance play action. M.B. Electronics **Omni Entertainment System** is a deluxe game activated by cartridges. Omni uses tape recordings of celebrity emcees to ask the questions, announce the correct answers, and tally the score for each participant. The system retails for around $140, with a dozen or so cartridges available for $15 each.

Coleco's **Quiz Wiz Challenger** is a modestly priced unit ($40) that leaves the chore of reading the questions to the human player. The *Challenger* signals which question is to be read aloud from the *Quiz Wiz* question book. The

unit then scores each contestant's response. This versatile game currently has a whopping 27 cartridges available.

Several educational toys make successful use of programmability. Coleco's **Magic Touch** is an electronic matching game for the very young (ages 4 to 8). The unit comes with nine two-sided program cards that teach the child to identify people, animals, places and colors. It's practically a kindergarten in its own right!

For slightly older kids, there's the **Electronic Learning Machine** from Coleco. After the player enters the answer to each question, lights and sounds indicate if the answer is correct It comes with 32 two-sided program cards. There are 15 additional sets of cards available, for ages ranging from preschool to 4th grade.

LeGame by Educational Design (MiniLabs) has 18 variations available for the electronic gamer. Selling for under $10, LeGame is a real bargain. Some of the available programs include **Checkers**, **Tank Strike**, **Counterspy**, and **Sports**.

But the real excitement is in the standalone action games. There are several programmable units on the market, each with a variety of cartridges, which make these units nearly as versatile as a programmable home videogame system.

Entex's **Select-A-Game Machine** (around $65) is one of the best portable programmable action game systems available. *Select-a-Game*, playable by one or two participants, features a large two-color fluorescent display. Digital scoring goes to 999 and then rolls over. The action is enhanced by appropriate sound effects. Gamers choose the skill levels and game variation they wish to play. Each contestant has seven control buttons whose functions vary according to the cartridge in use. In most games, buttons 1, 2, 3 and 4 provide directional control.

Game cartridges inserts easily into a slot on the bottom, and each cartridge comes with a color overlay to provide the scoring display and playing field for the game.

The *Select-A Game Machine* comes equipped with **Space Invader 2**. This exciting game, familiar to most players, can be enjoyed solitaire or as a one-on-one contest. In the two-player mode, one commands the alien attack fleet and bombs, the other player's cannon and shields, making this an intensely competitive game.

The graphics leave something to be desired. The UFO, player's cannon and cannon fire are green dots, while the attack force and its bombs are represented by red blips instead of the familiar aliens from the coin-op and full size home arcade versions.

The controls are also a little slow in moving the cannon back and forth. These are minor problems in an otherwise decent system. Entex supports the

Select-A-Game Machine with a range of cartridges, including **Basketball**, **Baseball**, **Football**, **Pinball**, **Turtles** and **Battleship**. They retail for $18 each.

Coleco's **Total Control 4**, electronic sports cartridge system (under $50) comes with a four-player football cartridge. One to four can participate in controlling the quarterback and receiver on offense, and the short and deep safety on defense. Run, trap draw and misdirection plays, or throw square in, roll-out and screen passes. *Total Control 4* even allows coaches to set up and run plays straight out of football playbooks. An electronic clock, interception, turnover and score sounds add to the gridiron reality.

Each side of the unit has two, four-direction joysticks. In **Football**, pass/shoot buttons on the console select the offensive and defensive formations before the game begins, then allow the offense to throw or hand off in three directions using the same buttons. Both offensive players are represented on the field by bright lights, and defensive players are symbolized by dim lights. The offense has two blockers, a quarterback and a receiver. The defense has three linemen, a short safety, and a deep safety. The playfield display represents nine yards of a regulation 100-yard field. If the ball carrier makes it down the length of the field without being tackled, he reappears on the display and continues moving toward the goal until he is tackled or scores.

Basketball, **Hockey** and **Soccer** cartridges are also available for under $15 each.

Microvision, by Milton Bradley, is a hand-held programmable system selling for a modest $40. The sleek unit features a black and white liquid crystal display, and comes with the **Block Buster** cartridge. The gamer must use a ball and paddle to knock out all the blocks in a three-layer wall, in this wall-bashing game.

The graphics are simple, consisting of small square blocks. But the action is fast and at top speed will challenge even the most adept player. The unit fits comfortably into one hand, leaving the other hand free for the controls.

M.B. Electronics has an entire library of cartridges for *Microvision*, selling for around $17 each. These include **Star Trek Phaser Strike**, **Bowling**, **Slot Machine**, **Pinball**, **Cosmic Conflict**, and **Super Breakout**.

New this summer from Entex is **AdventureVision**. This is a state-of-the-art unit, featuring a revolutionary 6,000 dot matrix display. One or two gamers can play, using a joystick and four control buttons. Styled like an arcade game, this upright stand-alone is further enhanced by striking sound effects.

But the real story is in the intricate graphics. The 6,000 light locations create images that Entex claims have more than 20 times the resolution of any other hand-held game on the market.

The game system, priced at around $75, comes with a **Defender** cartridge, modelled after the popular arcade game by Williams. Wave after wave of attacking aliens threaten humans who must be protected by the player's defender jet.

Additional cartridges made for *AdventureVision* are also based on arcade games, including **Turtles**, **Super Cobra**, and **Space Force**, for less than $15 each.

No mini-programmable is yet capable of matching the performance of any standard programmable videogame system, much less the razzle-dazzle graphics of the senior systems. But the new generation of portable arcades is ideal when you're travelling or otherwise separated from your favorite TV set.

SPACE INVADERS GOES MINI

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Reference Guide

These are web-sites that i have used a lot for pictures/screenshots and much of the information. If I have not used wikipedia on a game description, then I have tried to credit it at the bottom of the text.

I can recommend all of these websites, as they are very informative and fun to look through. If you are the owner of one of these sites and feel that and want something removed from this book/PDF, then please send me an e-mail and i will make the necessary change to your wish.

GameFAQs

"Founded in 1995, GameFAQs has over 40000 video game FAQs, Guides and Walkthroughs, over 250000 cheat codes, and over 100000 reviews."

• Used for some pictures and review scores.

A webiste that list "every" consumer released game. It includes loads of information, faqs, user review scores and pictures for many of the games listed on the sites.

http://www.gamefaqs.com/

The Video Game Kraken

"This site is dedicated to video game consoles and peripherals that have been lost in time."

• Used for pictures and information on the Color-vision and R-Zone.

This is a large site with a lot of information on many, often unknown, consoles and videogames. It feature a nice clean website with information and pictures on the consoles it features.

http://videogamekraken.com/

Moby Games

"MobyGames is the oldest, largest and most accurate video game database for games of every platform spanning 1979-2014."

• Used for some pictures and information.

A good site for text and pictures on much of the games released for consumers.

http://www.mobygames.com/

adventurevision.com

"Welcome to AdventureVision.com!"

• Used for some pictures and information.

A great place for people interested in the Adventure Vision console. It includes a lot of information and pictures for the console.

http://adventurevision.com/

Diskman

" Fresh & original information about obsolete technology."

• Used for a source of information for the pages regarding the R-Zone.

This site was a huge help with the R-Zone pages in this PDF. The pages on the R-Zone is probably the most complete site regarding the ill fated console.

https://diskman.com/

atari2600land.com

" I'm still here, working on my games. "

• Used for some of the information and pictures found on the pages regarding the Microvision.

Not especially a pretty website, but it includes a lot of interesting information and articles including pictures, along with other stuff. The site is mostly Atari 2600 related.

http://atari2600land.com/

These are links to sites that archives video game magazines:

- outofprintarchive
http://outofprintarchive.com/magazine_catalogue_UK.html

- digitpress
http://www.digitpress.com/library/magazines/

- retromags
https://www.retromags.com/magazines/

- Internet Archive
https://archive.org/details/magazine_rack

- chebucto
http://www.chebucto.ns.ca/~ab443/mags.html

- Retro CDN
https://retrocdn.net/Category:Shared_magazine_scans

- Magazines from the Past
https://magazinesfromthepast.fandom.com/wiki/Category:Database_Publications_magazine

- RetroAction
http://retroactionmagazine.com/retrolinks/videogaming-magazine-preservation/

- Classic Computer Magazine Archive
https://www.atarimagazines.com/

MB microvision

The first gaming handheld.
Surprisingly big but extremely rare.

For more on the Microvision,
including ROMs and a Microvision emulator,
then you would want to visit;

atari2600land.com

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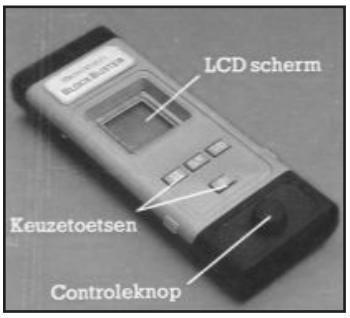
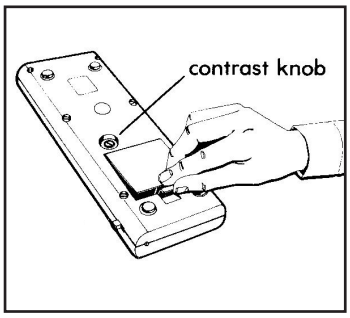
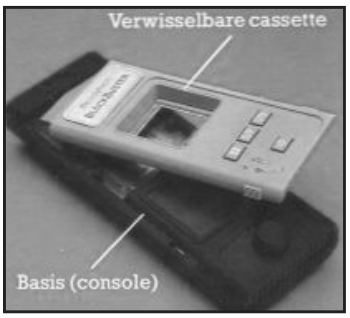
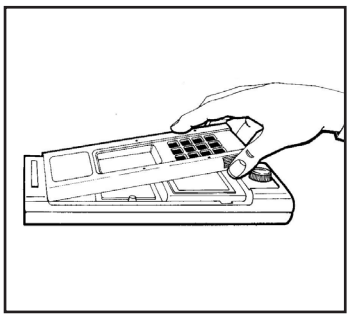
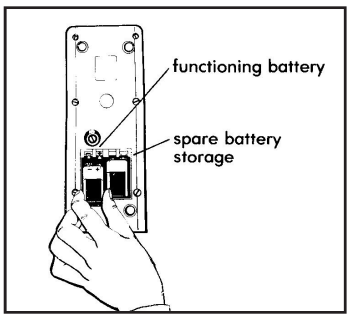










Milton Bradley Company or simply Milton Bradley (MB) was an American board game manufacturer established by Milton Bradley in Springfield, Massachusetts, in 1860. In 1920, it absorbed the game production of McLoughlin Brothers, formerly the largest game manufacturer in the United States. Since 1984, it has been a division of Hasbro.

Milton Bradley found success making board games. In 1860, Milton Bradley moved to Springfield, Massachusetts, and set up the state's first color lithography shop. Its graphic design of Abraham Lincoln sold very well, until Lincoln grew his beard and rendered the likeness out-of-date.

Struggling to find a new way to use his lithography machine, Bradley visited his friend George Tapley. Tapley challenged him to a game, most likely an old English game. Bradley conceived the idea of making a purely American game. He created The Checkered Game of Life, which had players move along a track from Infancy to Happy Old Age, in which the point was to avoid Ruin and reach Happy Old Age. Squares were labelled with moral positions from honour and bravery to disgrace and ruin. Players used a spinner instead of dice because of the negative association with gambling.

By spring of 1861, over 45,000 copies of The Checkered Game of Life had been sold. Bradley became convinced board games were his company's future.

When the American Civil War broke out in early 1861, Milton Bradley temporarily gave up making board games and tried to make new weaponry. However, upon seeing bored soldiers stationed in Springfield, Bradley began producing small games which the soldiers could play during their down time. These are regarded as the first travel games in the country. These games included chess, checkers, backgammon, dominoes, and "The Checkered Game of Life." They were sold for one dollar a piece to soldiers and charitable organizations, which bought them in bulk to distribute.

The Milton Bradley Company took a new direction in 1869 after Milton Bradley went to hear a lecture about the kindergarten movement by early education pioneer, Elizabeth Peabody. Peabody promoted the philosophy of the German scholar Friedrich Froebel. Froebel stated that through education children learn and develop through creative activities. Bradley would spend much of the rest of his life promoting the kindergarten movement both personally and through the Milton Bradley Company.

Deeply invested in the cause, his company began manufacturing educational items such as colored papers and paints. The company was hurt by Bradley's generosity. He gave these materials away free of charge, which cost them. Due to the Long Depression of the late 1870s, his investors told him either his kindergarten work must go or they would go. Bradley chose to keep his kindergarten work. His friend George Tapley bought the interest of the lost investors and took over as president of the Milton Bradley Company.

When Milton Bradley died in 1911, the company was passed to Robert Ellis, who passed it to Bradley's son-in-law Robert Ingersoll, who eventually passed it to George Tapley's son, William. In 1920, Bradley bought out McLoughlin Brothers, which went out of business after John McLoughlin's death.

Milton Bradley celebrated their centennial in 1960 with the re-release of The Checkered Game of Life, which was modernized. It was now simply called The Game of Life and the goal was no longer to reach Happy Old Age, but to become a millionaire. Twister made its debut in the 1960s as well. Thanks to Johnny Carson's suggestive comments as Eva Gabor played the game on his show, Twister became a phenomenon.

During the 1970s and 1980s, electronic games became popular. Milton Bradley released Simon in 1978, which was fairly late in the movement. By 1980, it was their best-selling item.

In 1979, Milton Bradley developed the first hand held cartridge based console, the Microvision.

In 1983, seeing the potential in the new Vectrex vector based video game console, the company purchased General Consumer Electronics (GCE).

In 1984, Hasbro bought out Milton Bradley ending 124 years of family ownership.

Microvision

The Microvision (also known as Milton Bradley Microvision or MB Microvision) is the first handheld game console that used interchangeable cartridges and in that sense therefore is reprogrammable. It was released by the Milton Bradley Company in November 1979 for a retail price of $49.99.

The Microvision was designed by Jay Smith, the engineer who would later design the Vectrex gaming console. The Microvision's combination of portability and a cartridge-based system led to moderate success, with Smith Engineering grossing $15 million in the first year of the system's release. However, very few cartridges, a small screen, and a lack of support from established home video game companies led to its demise in 1981. According to Satoru Okada, the former head of Nintendo's R&D1 Department, the Microvision gave birth to the Game & Watch after Nintendo designed around Microvision's limitations.

Unlike most later consoles, the Microvision did not contain an onboard processor (CPU). Instead, each game included its own processor contained within the removable cartridge. This meant that the console itself effectively consisted of the controls, LCD panel and LCD controller.

The processors for the first Microvision cartridges were made with both Intel 8021 and Texas Instruments TMS1100 processors. Due to purchasing issues, MB switched to using TMS1100 processors exclusively including reprogramming the games that were originally programmed for the 8021 processor. The TMS1100 was a more primitive device, but offered more memory and lower power consumption than the 8021. First-revision Microvisions needed two batteries due to the 8021's higher power consumption, but later units only had one active battery holder. Even though the battery compartment was designed to allow the two 9-volt batteries to be inserted with proper polarity of positive and negative terminals, when a battery was forcefully improperly oriented, while the other battery was properly oriented, the two batteries would be shorted and they would overheat. The solution was to remove terminals for one of the batteries to prevent this hazard. Due to the high cost of changing production molds, MB did not eliminate the second battery compartment, but instead called it the spare battery holder.

Microvision units and cartridges are now somewhat rare. Those that are still in existence are susceptible to three main problems: "screen rot," ESD damage, and keypad destruction.

Screen rot

The manufacturing process used to create the Microvision's LCD was primitive by modern standards. Poor sealing and impurities introduced during manufacture has resulted in the condition known as screen rot. The liquid crystal spontaneously leaks and permanently darkens, resulting in a game unit that still plays but is unable to properly draw the screen.

ESD damage

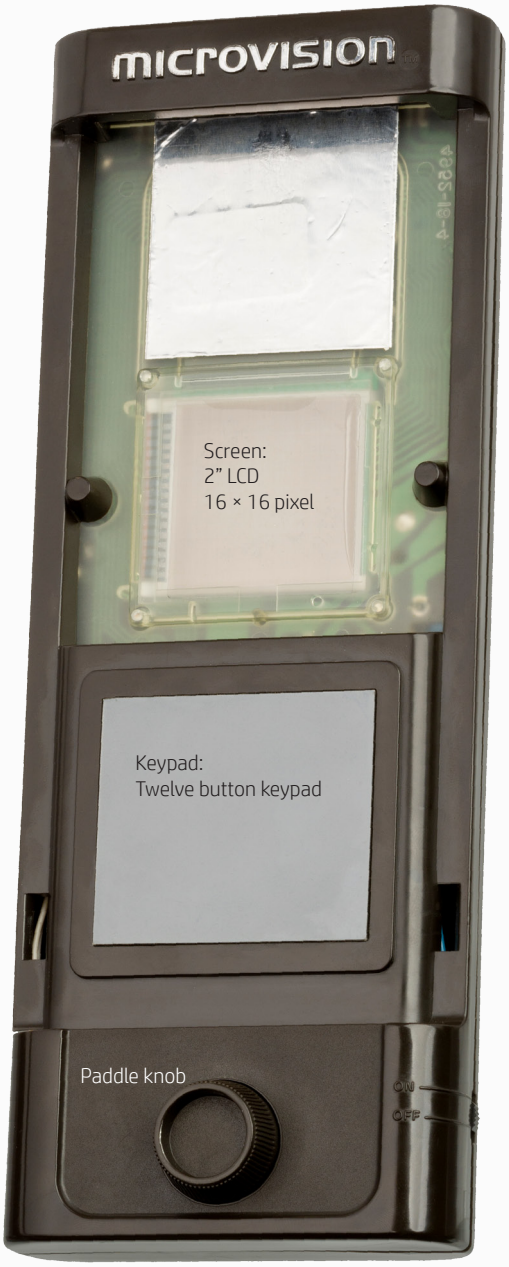
A major design problem on early units involves the fact that the microprocessor (which is inside the top of each cartridge) lacks ESD protection and is directly connected to the copper pins which normally connect the cartridge to the Microvision unit. If the user opens the protective sliding door that covers the pins, the processor can be exposed to any electric charge the user has built up. The low-voltage integrated circuit inside the cartridge is extremely ESD sensitive, and can be destroyed by an event of only a few dozen volts which cannot even be felt by the person, delivering a fatal shock to the game unit.

Keypad destruction

The Microvision unit had a twelve-button keypad, with the switches buried under a thick layer of flexible plastic. To align the user's fingers with the hidden buttons, the cartridges had cutouts in their bottom (over the keypad). As different games required different button functions, the cutouts were covered with a thin printed piece of plastic, which identified the buttons' functions in that game. The problem with this design is that pressing on the buttons stretched the printed plastic, resulting in the thin material stretching and eventually tearing.

Technical specifications

- CPU: Intel 8021/TI TMS1100 (on cartridge)
- Register width: 4 bit (TMS1100), 8 bit (8021)
- Processor speed: 100 kHz
- RAM (integrated into CPU): 16 bytes
- ROM: 2K (TMS100), 1K (8021)
- Cartridge ROM: 2K (TMS 1100), 1K (8021) masked (integrated into CPU; each game's CPU was different)
- Video Display Processor: LCD Custom Driver (made by Hughes)
- Sound: Piezo beeper
- Power requirements: One or two 9 volt batteries on earlier Microvision consoles, one 9 volt battery on later Microvision consoles
- Power Dissipation: 110 mW (TMS 1100), 1 W (8021)



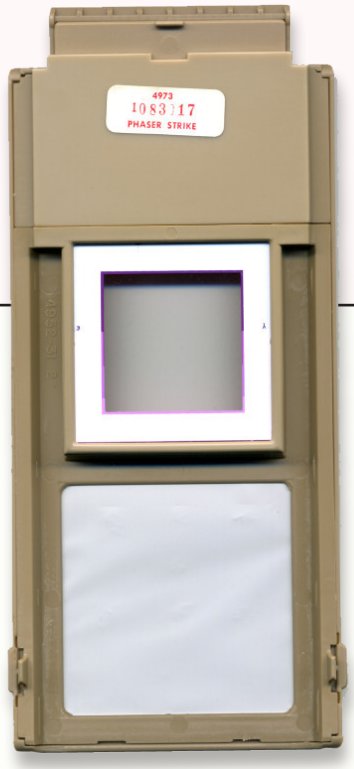
Commercial Microvision Games

While the game cartridge plastic cases were beige colored in the USA, in Europe they came in a variety of different colors, and the games were numbered on the Box. The age range in Europe for the console and its games was from 8 to 80 years old or 8 to Adult.

There were 12 titles known to have been released.

The following pages consist of the commercial games for the Microvision handheld game console.

FRONT

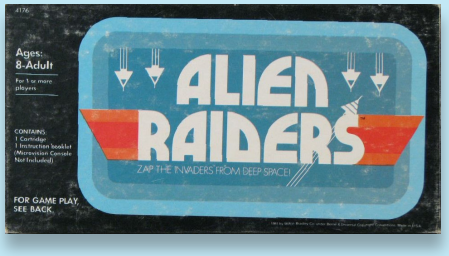


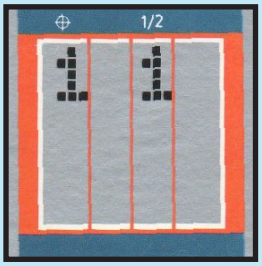
BACK

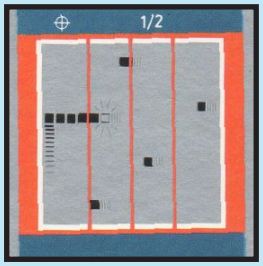
(10) Alien Raiders

Release date 1981
Genre Shooter
Mode 1+ Players

Block Buster, known as Space Blitz in UK and Blitz in Europe, is a fast-paced action game set in space where the player fights alien raiders to prevent them from landing. Originally designed as a Space Invaders game, Milton Bradley did not like the licensing deal and altered the game to make it have different gameplay.







Box screenshot

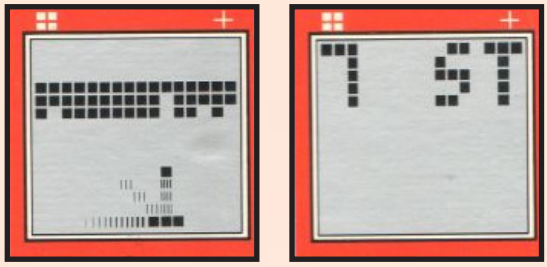
Alien raiders appear at the top of the screen and move horizontally from the right to the left, towards the player's landing area. The player must use the firing beam that travels vertically up and down the screen and fires horizontally to the right. The player can hit the enemies at any distance by adjusting the length of the beam with the console control knob. Turning the knob clockwise lengthen the beam, and counter-clockwise shorten it.

The player score a point by hitting a raider, which spans another raider. The game only ends after a raider lands on the players landing area.

(1) Block Buster

Microprocessor TI MP3496-N1 / TI MP3450A
Release date November 1979
Genre Breakout-clone
Mode 1+ Players

Block Buster, known as Casse Brique in France, was the original launch title for the Microvision. As such, Block Buster came packed in the same box with the Microvision unit, and was intended to show off the strengths of the system. Since the Microvision came with a built in rotating paddle controller, Block Buster works specifically with this control input.



Box screenshot

Block Buster is similar to the Atari 2600 game, Breakout. Players use the paddle knob to move a paddle left and right along the bottom of the gameplay screen to bounce a ball against blocks at the top with the goal of clearing as many blocks as possible.

There are two speeds selectable with the Speed button, and the Paddle button selects the sizes of the paddle as either “Double” or “Triple.” Triple is a paddle three pixels wide.

“mobygames.com”

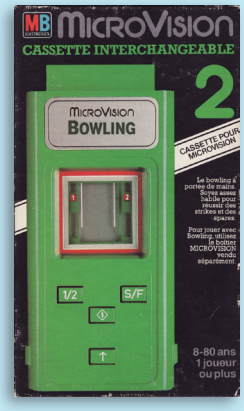
(2) Bowling

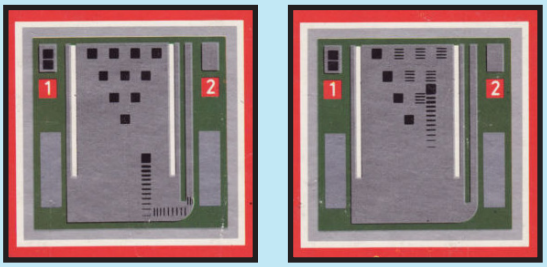
Microprocessor TI MP3475NLL
Release date November 1979
Genre Sports
Mode 1-2 Players

In this bowling simulator players don’t use the paddle knob but only the cartridge buttons: at the start the 10 pins are in the upper side of the screen and the ball is sliding left to right and reverse, player use the up arrow button to launch the ball whit the goal to hit more pins.

Options are: slow game and fast game. 1 or 2 players.

“mobygames.com”





Box screenshot

(8) Baseball

Release date 1980
Genre Sports
Mode 1+ Players

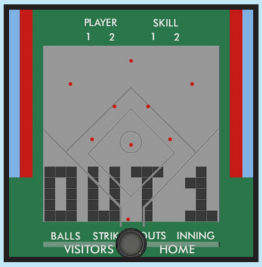
In this baseball game the object is to score the most points over nine innings. Baseball is playable by one person against the computer, or by two players taking turns with the same Microvision system. There are also two difficulty levels to choose from, being “normal” and “expert.”

There is no fielding or pitching, only batting by using the knob built into the Microvision. In a single player game, the player is simply attempting to build a high score over nine innings. In a two-player game, players take turns with the goal of getting the highest score.

The built-in screen overlay of the cartridge features the outlines of a baseball diamond. Characters and the baseball are both represented onscreen by a single pixel, and the bat is represented by two pixels, with one animating around to represent movement.

The buttons are used to select Players, Skill Level, Count, and Score. The generally typical Go and Reset buttons are also present. Sound effects play for hits, scores, and outs, but not strikes.

“mobygames.com”



Emulator screenshot

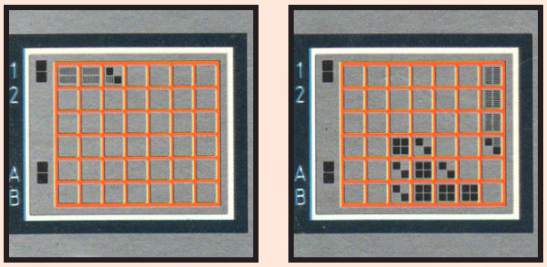
Manual Screenshot

(3) Connect Four

Microprocessor Signetics Intel 8021 / TI MP3481NLL
Release date November 1979
Genre Board game
Mode 1+ Players

Connect Four (released as "Connect 4" in UK, "4 Gewinnt" in Germany, "Veir Op'n Rij" in Netherlands, "Forza 4" in Italy and "Puissance 4" in France) is based on the Milton Bradley board game of the same name. The game, developed by Robert Hoffberg, features a two-player mode. But unlike the tabletop game, there is a one-player mode for players to play against the computer. When playing against the computer, there are two difficulty settings which may be selected with the Skill button.

The game plays like the original board game, with "pieces" dropped into a 6x7 grid where the goal is obtaining four in a row vertically, diagonally, or horizontally. Players use the Control Knob to move the pieces left and right and press the Drop button to drop a piece into place, mimicking the physical way the tabletop game is played.



Box screenshot

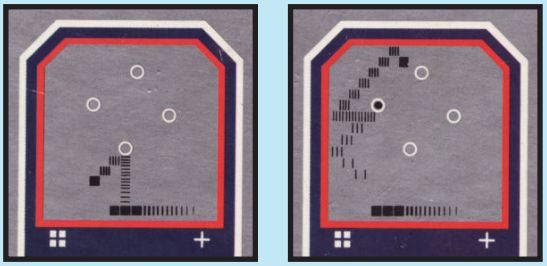
"mobygames.com"

(4) Pinball

Microprocessor TI MP3475NLL
Release date November 1979
Genre Pinball
Mode 1+ Players

Pinball, also released as Flipper, is a pinball game. Controls are the same as in Block Buster: the knob is used to move a paddle left and right along the bottom of the gameplay screen to bounce up a ball. If the ball is lost players loose a 'life'. The ball bounce when it hits top, left and right edges of the screen, the two upper corners, or the 4 bumpers near the center of the screen. Players gain points when they hit a bumper. If they hit a bumper four times, it is activated with a multiplier effect. Score is showed when a ball is lost.

"mobygames.com"

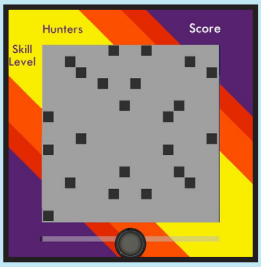


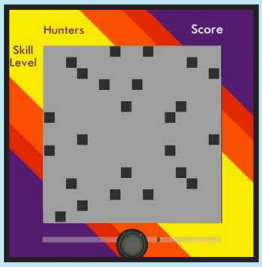
Box screenshot

(11) Cosmic Hunter

Release date 1980
Genre Shooter
Mode 1+ Players

Cosmic Hunter is a sci-fi shooter set in space. The player is represented by a single pixel onscreen, and must hunt an enemy character, also represented by a single pixel, through a field of obstacles. The obstacles do not hurt either character, and only impede movement. The game features basic movement and fire controls, however, attacking the enemy character must be done in close proximity—with no more than one pixel between the player character and the enemy.





Emulator screenshot

There are two difficulty settings with different maps, and pressing the Skill/Score button at any time will show the number of remaining player characters.

Though the box contains a note that the game is "For 1 or More Players," there is no distinct 2-player mode, and multiplayer games are presumably played taking turns whenever players choose.

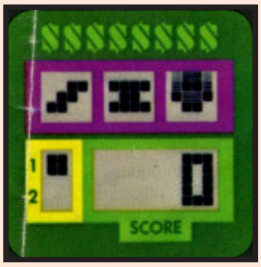
"mobygames.com"

(7) Vegas Slots

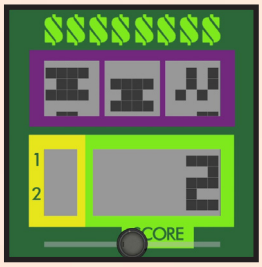
Release date 1979
Genre Casino
Mode 1-2 Players

Vegas Slots is a gambling game released exclusively in North America.

The game consists of three modes, the first being Slot Machine where the goal is to get a matching three icons together or getting a certain combination



Box screenshot



Emulator Screenshot

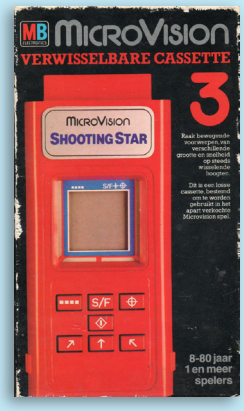
Double Dare is a two player game where the goal is to see who can reach 100 points by spinning certain combinations.

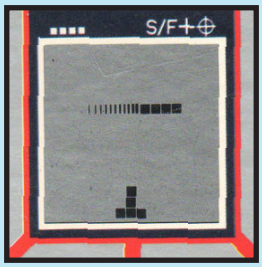
Take It or Leave It is also a two player game where the the winner is the first to 200 points. The objective is to score either pairs or triples, but as it spins, only the left and right reels rotate, meaning the centre is covered.

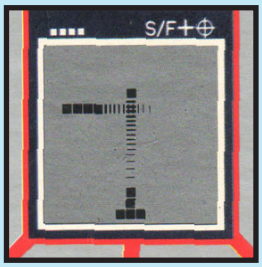
(5) Star Trek: Phaser Strike

Microprocessor TI MP3545
Release date 1979
Genre Shooter
Mode 1+ Players

Star Trek: Phaser Strike is shoot 'em up released at the same time as the film Star Trek: The Motion Picture, and as one of seven launch titles for the console. This made it the first home console video game release for the Star Trek franchise. After Milton Bradley lost the license during the following year, a new non-Star Trek related version was released, simply called Phaser Strike. Internationally it was sold without the Star Trek license at all; in Italy and Germany it was called Shooting Star and in France and Canada, it was titled Cannon Phaser.







Box screenshot

In the game, the player must destroy ships with phaser banks located at the bottom of the screen.

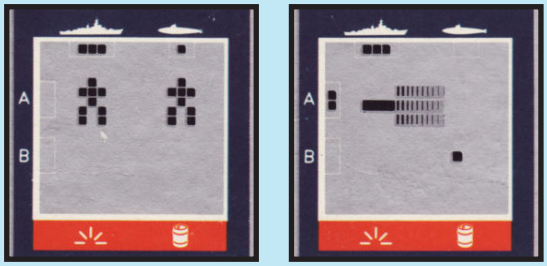
Three phaser banks are placed at the bottom of the screen enabling the player to shoot in three separate directions at spaceships represented by a collection of blocks. The size, ranging from one to four squares, and speed of movement of the ships are pre-selected as part of the difficulty settings by the player. In addition to allowing the player to specify the size and speed, the "changeable" option has the console randomly assigning those settings on a ship by ship basis. The player is also able to choose the number of ships that will appear, in multiples of 10 up to 90; the game ends after all the ships have been launched.

(9) Sea Duel

Release date 1980
Genre Strategy
Mode 1-2 Players

Sea Duel was released as part of the second wave of Microvision games in 1980. The box describes it as “Naval Battle of Wits.”

The game can be played by one player versus the computer, or by two players versus each other.



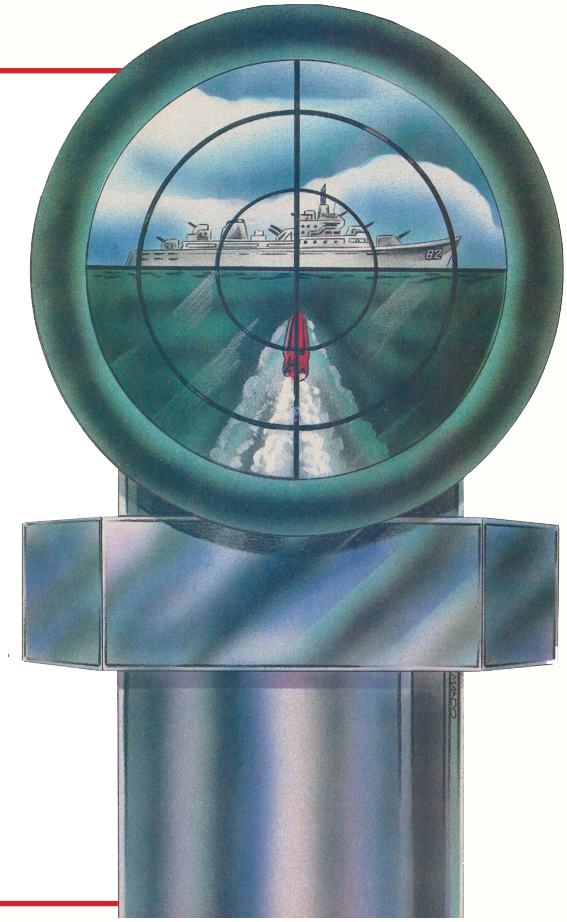
Box screenshot

The game is a turn-based strategy game. The player chooses to play as a ship or a submarine. The objective of the ship is to hit the sub with depth charges. The objective of the sub is to torpedo the ship. The player(s) plots the moves and firing pattern, and then the scenario plays itself out. The player with the most hits by the end of each round is the winner.

Text are from: Electronic-Games issue 10 - December 1982
By Joyce worley

Sea Duel pits a destroyer against a submarine in a stirring naval battle, that should please strategy fans. Choose to man either the battleship or the submarine, and let the computer take the other side, or play head-to-head with another enthusiast. This contest of wit and strategic planning is one of the most successful games ever programmed for Microvision. Sea Duel may owe a tip of the hat to the pencil-and-paper version of Battleship; the object is the same in both games, to hit and sink the enemy by firing salvos where you hope the other ship may be. But electronic circuitry has updated this antique pastime to make it a real contest.

Sea Duel is very engaging. It doesn’t depend on clever graphic for its appeal, it is perfectly suited for Microvision.



(5) Mindbuster

Microprocessor TI MP3457NLL
Release date 1979
Genre Puzzle
Mode 1+ Players

Mindbuster is a puzzle game with where the goal is to complete puzzles in the fewest moves possible.

There are two separate individual games in Mindbuster:

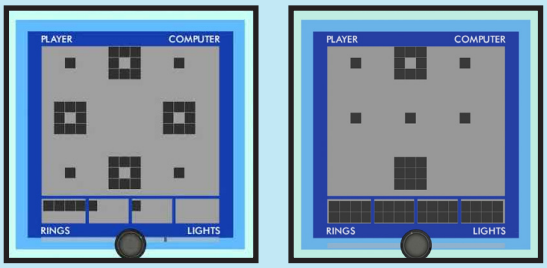
The first game is called Rings. In this, players must place circles around points on the screen.

The second game is called Lights Out, similar to the Tiger Game.com game of the same name, where there are a series of squares onscreen representing lights that the players must put out. Depending on the light selected using the numeric keypad, it may activate some areas while deactivating others.

Both games follow the same basic rules. The gameplay screen is a 3x3 grid, and each numeric button affects nearby sections.

The game is won when all target blocks are surrounded in Rings, or when all lights have been deactivated in Lights Out.

"mobygames.com"



Emulator screenshot

Text are from: Electronic-Games issue 10 - December 1982
By Joyce worley

Remember the paper and pencil puzzles you used to work in study hall? **Mindbuster** contains two of these, electronically updated for the Microvision unit. Both will keep the puzzle fan busy for hours.

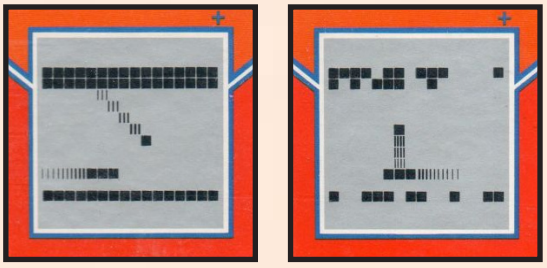
Choose either **Rings** or **Lights Out**. The computer devises the puzzle, or the gamer may design it himself by placing the game elements around the board where he chooses. If the computer is the challenger, it indicates the fewest possible moves in which the puzzle can be solved.

(8) Super Block Buster

Microprocessor TI MP3475NLL
Release date 1982
Genre Breakout-clone
Mode 1-2 Players

Super Blockbuster, known as Super Casse Brique in France, is a Breakout variant very similar to the Microvision's pack-in game, Block Buster. There is a wall of bricks at the top of the screen, and the player must use their paddle to bounce a ball against the bricks and destroy them all. The key difference in this release is that there is a second wall at the bottom of the screen, which must be protected; if the bottom row is completely destroyed, the game is over.

"mobygames.com"



Box screenshot

(13) Barrage

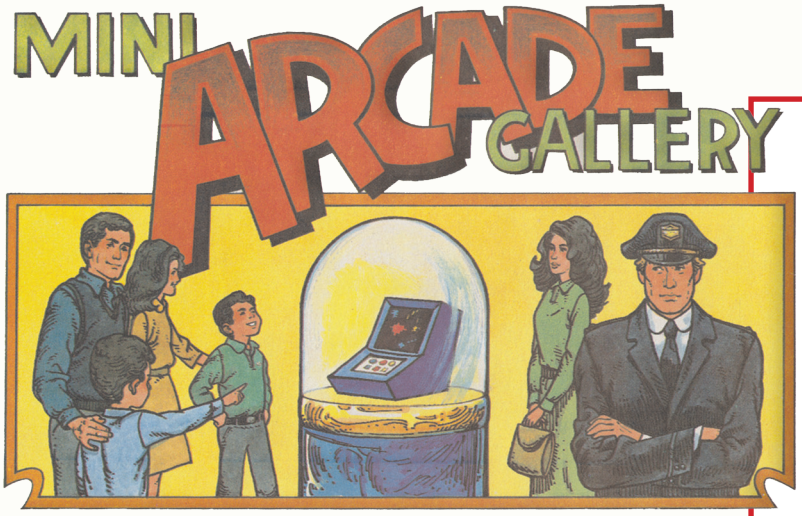
Mode 1+ Players

Barrage is a supposedly unreleased game that was to be released in 1982.

The Montgomery Ward Christmas catalog for 1982 contains a catalog listing for the Microvision and ten games. Barrage is on this list, and both a tiny version of the box art and a catalog number are provided. The catalog does not contain any gameplay details. The box art of multiple lines dropping down from the sky suggest that this may have been a port of the arcade game Missile Command, but this is unconfirmed.

No retail units or prototypes are known to exist. No official explanation from Milton-Bradley is known to exist.

"lostmediawiki.com"



Text are from: Electronic-Games - issue 10 December 1982

Milton Bradley is continuing to support Microvision, the smallest programmable unit currently on the market, with new game cartridges. The master component is modestly priced (around $40), fits nicely in one hand, and features a black and white liquid crystal display. Movement is controlled by keypad or paddle.

Microvision makes up for what it lacks in flashy graphics with the versatility of the library of games available for the unit. When the arcader tires of Block Buster, the wall-bashing game packed with every Microvision, he can choose among the largest selection of cartridges currently available for any of the mini-arcade units.

By Joyce worley

Checklist For Commercial Released Microvision Games

Name	F	C	I	B	pg.
Block Buster	US				19
Block Buster	UK				19
Block Buster	DE				19
Block Buster	NL				19
Block Buster	IT				19
Casse Brique (Block Buster)	FR				19
Connect Four	US				21
Connect 4 (Connect Four)	UK				21
4 Gewinnt (Connect Four)	DE				21
Veir Op'n Rij (Connect Four)	NL				21
Forza 4 (Connect Four)	IT				21
Puissance 4 (Connect Four)	FR				21
Pinball	US				21
Pinball	UK				21
Pinball	DE				21
Flipper (Pinball)	NL				21
Flipper (Pinball)	IT				21
Flipper (Pinball)	FR				21
Mindbuster	US				25
Star Trek: Phaser Strike	US				23
Phaser Strike (Star Trek: Phaser Strike)	US				23
Shooting Star (Star Trek: Phaser Strike)	UK				23
Shooting Star (Star Trek: Phaser Strike)	DE				23
Shooting Star (Star Trek: Phaser Strike)	NL				23
Shooting Star (Star Trek: Phaser Strike)	IT				23
Shooting Star (Star Trek: Phaser Strike)	FR				23
Vegas Slots	US				22
Baseball	US				20
Sea Duel	US				24
Sea Duel	UK				24
See-Duell (Sea Duel)	DE				24
Duel (Sea Duel)	NL				24
Duello Sul Mare (Sea Duel)	IT				24
Bataille Navale (Sea Duel)	FR				24
Alien Raiders	US				18
Space Blitz (Alien Raiders)	UK				18
Blitz (Alien Raiders)	DE				18
Blitz (Alien Raiders)	NL				18
Blitz (Alien Raiders)	IT				18
Blitz (Alien Raiders)	FR				18
Cosmic Hunter	US				22
Super Block Buster	UK				26
Super Blockbuster (Super Block Buster)	DE				26
Super Block Buster (Super Block Buster)	IT				26
Super Casse Brique (Super Block Buster)	FR				26
Blitz (Alien Raiders)	FR				18

Name	F	C	I	B	pg.
Bowling	US				19
Bowling	UK				19
Bowling	DE				19
Bowling	NL				19
Bowling	IT				19
Bowling	FR				19

The system is not very popular among collectors and is still fairly cheap, although it is pretty rare to find in working condition. The games are commonly found over the internet and as a lot of new old stock has been found over the years, sealed games are still fairly common.

Name	F	C	I	B

INTERCHANGEABLE CARTRIDGES FOR

microvision

A WHOLE LIBRARY OF FUN AND GAMES AT YOUR FINGERTIPS!

ADVENTURE VISION

Released in late 1982 by Entex, the Adventure Vision is actually a handheld console though it is way too big to be used as a proper handheld device.

For more on the Adventure Vision,
then you would want to visit;

adventurevision.com

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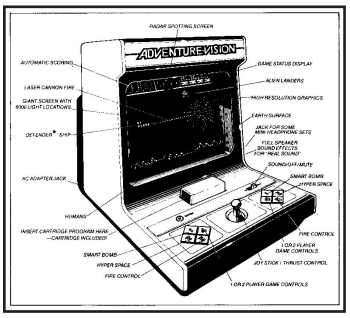
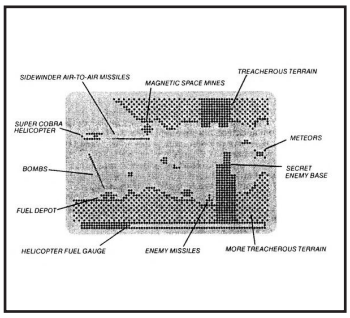
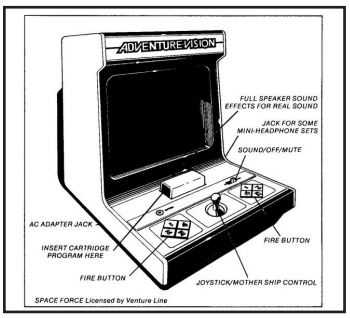
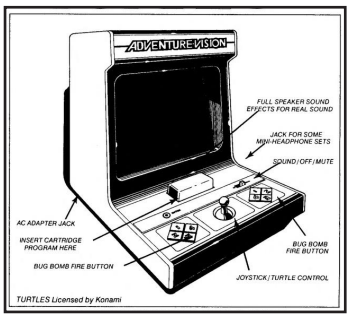
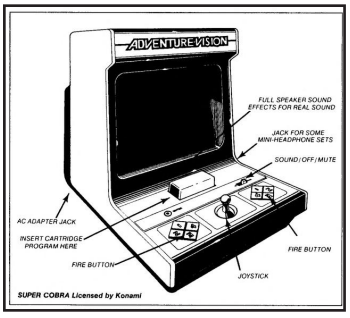
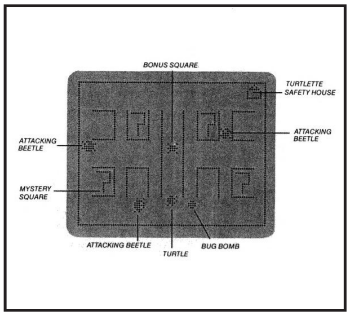












Entex Industries, Inc. was an American toy and electronic game manufacturer based in Compton, California. The company was active during the 1970s and 1980s.

The company was formed in 1970 by G.A. (Tony) Clowes, Nicholas Carlozzi and Nick Underhill. Its name was derived from taking Nicholas' and Tony's initials and adding an 'X' on the end to form NTX, which when spoken sounds like Entex. Nick Underhill's initial was not included as he had joined the company after the name had already been chosen, but before it opened for business. The company logo consisted of an RAF bullseye with a smiling face in the middle.

In 1980, the company achieved sales in excess of $100 million. The company folded in the early eighties, due in part to increasing competition from video game consoles and computer games which quickly became a preferred form of entertainment, much to the cost of the electronic games industry.

The company originally made model kits and Lego-like connectable toy bricks called Loc Blocs, before later moving into the handheld and tabletop electronic game market. Electronic games produced by Entex have been described as "high end" and "high-quality" and the company itself used the motif "Games for the discriminating player", indicating that the more expensive end of the market was specifically targeted. Many Entex products were rebadged and sold under license outside the US.

Entex produced LCD, LED and VFD-based electronic games, including 3-D Grand Prix, Blast It, Defender and Pac Man 2 amongst others. In 1976, Entex Industries released the Gameroom Tele-Pong dedicated home video game console.

In order to compete with video consoles, Entex introduced two cartridge based tabletop electronic game systems in 1981-1982, called Select-A-Game and Adventure Vision. In particular, the Adventure Vision, along with its cartridges have become highly sought after collector's items.

Adventure Vision

Adventure Vision is a cartridge-based video game console released by Entex Industries in either August or October 1982. The monitor, game controls, and computer hardware are all contained within a single portable unit. The LED monitor can only display red pixels. Four games were released, all of which are arcade ports.

Adventure Vision was Entex's second-generation system following the Entex Select-A-Game, released a year earlier in 1981.

Control is through a single multi-position joystick and two sets of four buttons, one on each side of the joystick, for ease of play by both left- and right-handed players. Rather than using an LCD screen or an external television set like other systems of the time, the Adventure Vision uses a single vertical line of 40 red LEDs combined with a spinning mirror inside the casing. This allows for a screen resolution of 150 × 40 pixels. The mirror motor draws a great deal of power from the batteries, which can be avoided by using the built-in AC adapter.

A similar display technique combining red LEDs with a moving mirror was used by Nintendo in the 1995 Virtual Boy.

On March 31, 2013 at the Revision demoparty, the first ever homebrew/demo ROM for the system was demonstrated by MEGA - Museum of Electronic Games & Art. MEGA also released the source code for the demo as well as all development tools.

The system is supported by the MESS emulator and AdViEmulator.

Technical specifications

- CPU: Intel 8048 @ 733 kHz
- RAM: 64 bytes (internal to 8048), 1K (on main PCB)
- ROM: 1K (internal to 8048), 512 bytes (internal to COP411L), 4K (cartridge)
- Power requirements: 4 “D” size batteries

A sticker was fixed on the console on the left of the cartridge port (not present in the picture):

> *CAUTION*
>
> *This exciting game uses the latest Entex Electronics technology, and a slight amount of flicker may be noticed during game play. This is normal and to be expected.*
>
> *For best game play, use in a darkened room. Should not be used in areas lightened by fluorescent fixtures.*
>
> *When switching game from ON, to OFF, and back ON again, allow a few seconds in the OFF position, to permit the microprocessor time to reset; otherwise, the screen will appear completely red.*

The system also have an expansion slot (on the right side of the unit) which is covered shut, since no expansion peripherals were ever made.

Descriptions from the manual

Welcome to the exciting world of ENTEX’ new tabletop cartridge game system. Adventure Vision is a totally new and unique concept in personal graphic display. It utilizes computer age solid state electronics and through its special viewing screen systems, enables us to place over 6,000 separate and distinct light locations for a graphic display that is virtually unequaled.

VIEWING SCREEN

The viewing screen is fitted with a special filter designed to discourage excessive light from entering the viewing area. Treat this lens as you would any optical quality filter. Clean with a damp soft cloth. NEVER CLEAN WITH ANY MATERIAL THAT WILL SCRATCH A PLASTIC SURFACE.

> For best game play, use in a darkened room. Should not be used in any area lighted by fluorescent fixtures.

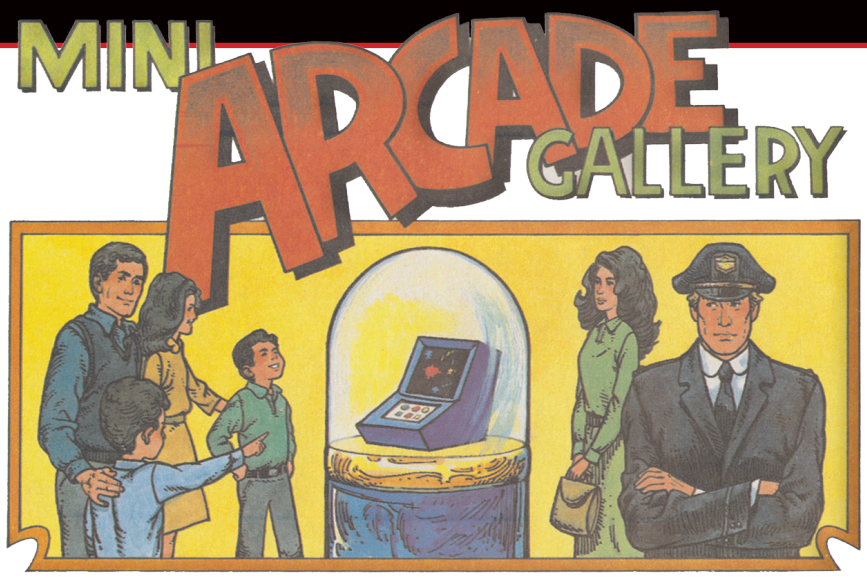
SOUND

Your Adventure Vision game unit has a special internal sound effects generator and a full speaker to furnish the user with full fidelity sound effects. The game can be played in either the ON mode, which gives full sound effects, or the MUTE mode, which turns off the sound. For personal sound, we have put in a jack for the new mini size stereo head sets. To use your own headphones, plug the headphone plug into the indicated jack and turn the power switch to the MUTE position. Headphones are not included with Adventure Vision, but can be purchased at most audio supply departments.

CARTRIDGE PORT

The port is designed to accept ENTEX Adventure Vision game cartridges only! NEVER PLACE A CARTRIDGE IN THE PORT WITH THE GAME TURNED ON. THIS CAN SERIOUSLY DAMAGE YOUR CARTRIDGE.

Text are from: Electronic-Games - February 1983
By Joyce worley



You Are Earth's Last Defender!

ADVENTURE VISION

Entex $75

There aren't many programmable stand-alone games on the market at the present time. This aspect of electronic 'gaming is in its infancy, and up to this time only a few companies have thrown their joysticks into the mini-arcade contest.

For the last few months, this column has examined some of the programmable mini-arcades now available. Coleco's "Total Control 4" offers gamers a chance to play **Football**, **Basketball**, **Soccer** or **Hockey**, all on the same unit. Milton Bradley's "Microvision" has an entire library of games to fit the tiny hand-held system. "Select-A-Game" from Entex already has more than a half-dozen cartridges, and the manufacturer promises there will be more. "Vectrex", currently the king of programmable mini-arcades, was introduced late in 1982 with a library of high-quality arcade-style cartridges.

This month we're looking at Adventure Vision, the second generation programmable stand-alone game from Entex. It's a big system with a commanding appearance, standing almost 10 inches high, 8½-inches wide, and 13-inches deep. The viewing screen measures about 6½- by 4½-inches, and the image fills a space measuring roughly 4- by 4-in. Adventure Vision generates an impressive range of sounds through the self contained speaker in the bottom of the unit. Thanks to the innovative addition of a sound-jack on the chassis, the midnight arcader can keep it all to himself using mini-headphones (not included with the game). or Adventure Vision can be played in silent mode.

Adventure Vision can be played solitaire or with another gamer. The console has twin sets of buttons, four on each side for dual play, and a single joystick between the control buttons to be shared by both players.

A red filter on the screen is meant to discourage excessive light from striking the viewing area. A whirling 4- by 4-in. mirror inside the cabinet reflects the action, producing an image by technological magic. The picture appears almost three-dimensional against the black interior. The image itself is made up of tiny red dots. The new system of personal graphics display introduced by Adventure Vision produces over 6,000 separate and distinct light locations, so that a very complex line drawing can be made to move across the screen with what Entex claims is over 20 times the detail permissible in other systems.

A portal in the middle of the console holds the game cartridge. Adventure Vision comes with Defender, patterned after the williams arcade classic. Pilot the Defender ship and protect earth from wave after wave of invaders from outer space, the invaders aim to kidnap the humans left alive on our troubled planet, and your mission is to rescue them before they become part of the aliens' tricky life cycle.

Aliens come in five life forms, and none are friendly to the arcader. Landers kidnap the humans and carry them toward the top of the screen. There they merge into mutants that seek to destroy the ship. Pods free-f1oat in space. When shot, a Pod releases a random number of Swarmers. Swarmers are intelligent and zero in on the ship if

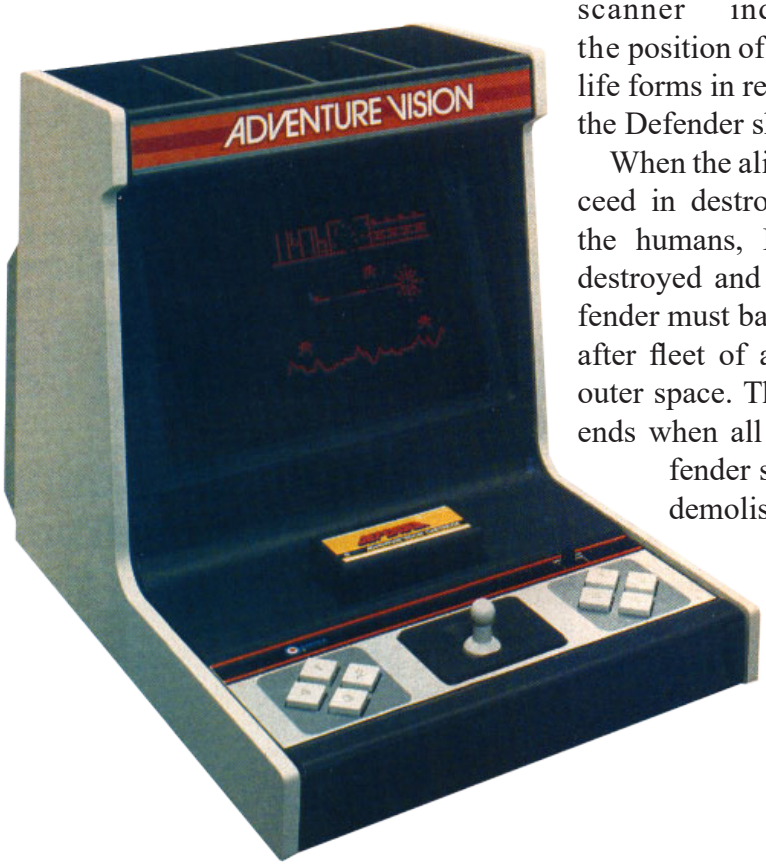
Step Right Up, Ladies and Gentlemen, and Meet the Adventure Vision - the First Totally Programmable Game• Playing System Small Enough to Fit on a Tabletop!

not destroyed first. Bombers lay space mines that destroy the Defender when touched.

The gamer use an impressive number of controls, though not so many as the Williams arcade version. The introduction of the joystick to Defender considerably simplifies the play mechanics by moving the ship up and down. backward and forward. This is a much easier system to master than the multitudinous buttons in the arcade game. Adventure Vision only uses three buttons during play. Button One releases a smart bomb that destroys all alien life in the viewing area. Start with five bombs and get one additional bomb and Defender ship at each 10,000 points scored. Button Two throws the ship into hyperspace. Use this only as a last defense, as it is dangerous. In hyperspace, you run the risk of being blown up, a random occurrence. Third is the laser-fire button. Laser blasts demolish everything they touch, including the humans.

In addition to the action, the screen contains a game status display showing the score, remaining Defender ships, number of smart bombs left, and a radar scanner indicating the position of all alien life forms in relation to the Defender ship.

When the aliens succeed in destroying all the humans, Earth is destroyed and the Defender must battle fleet after fleet of aliens in outer space. The game ends when all six Defender ships are demolished.



Adventure Vision is an ambitious effort by Entex. The looks of the unit are certainly on the plus side. It's really handsome, with well thought out controls and design. The Defender cartridge that comes with it is exciting with good play-action and high speed. The animation of the aliens isn't as complex and lovely as the arcade version, but it's good enough for a challenge to the gamer.

If Adventure Vision is played in semi-darkness, the image is bright, but a little shimmery due to the technology involved. The whirling mirror makes the line drawing appear to waver. It's not too bad in the game functions, but the game status screen is so small that the flicker makes it hard to read the scores. But it's usable, and many gamers will feel that the complexity of the Adventure Vision games makes up for a little flicker. However, the unit can hardly be played at all in light. The image becomes so faded that you can't see any on-screen targets.

Adventure Vision has more arcadestyle game cartridges on the drawing board. Before year's end, Turtles, Super Cobra and Space Force will complete the library of games, for around $18 each.

Defender

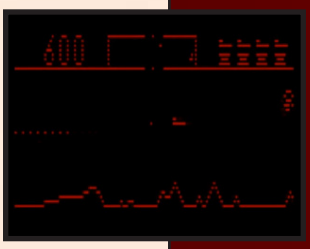
Release date	1982
Genre	Shooter
Mode	1 Player

Defender, the pack-in game for the system, is based on the Williams Electronics arcade game of the same name.

Defender, a horizontally scrolling shooter, put players in charge of a ship sent to protect mankind from wave after wave of attacking alien forces. The goal is to destroy alien invaders, while protecting astronauts on the landscape from abduction.

The joystick controls the ship's elevation and horizontal direction, as opposed to using buttons like the arcade original.

Defender on the Adventure Vision can be a bit difficult to play as it sometimes can be hard to tell which lander has captured a person because of the screen.

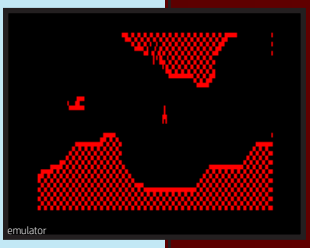


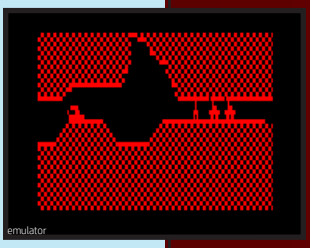
Super Cobra

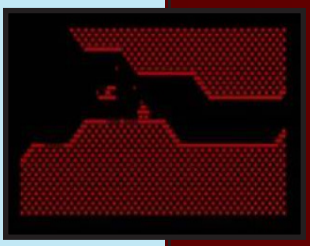
Release date	1982
Genre	Shooter
Mode	1 Player

Super Cobra is a side-scrolling shooter based on the Konami arcade game of the same name.

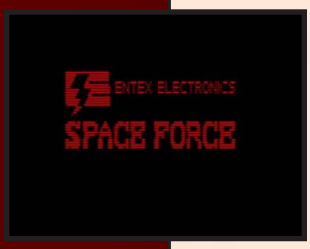
Players pilot chopper on a surveillance mission in enemy territory; the goal is to make it through the various obstacle courses alive and score as many points as possible. Players must go through tall buildings, mountains, narrow tunnels, and various enemies. The chopper is armed with a machine gun and bombs which can be used to destroy enemy tanks and rockets. The chopper also has a limited amount of fuel. Throughout the landscapes are fuel tanks; if one of these is shot or bombed, the player will be awarded extra fuel. As the levels progress, the enemies become more aggressive, fuel becomes more scarce, and the landscape becomes trickier to navigate.

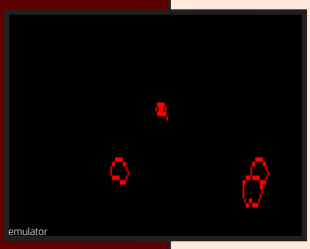


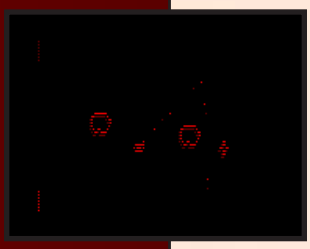




Space Force







Release date 1982
Genre Shooter
Mode 1-2 Players

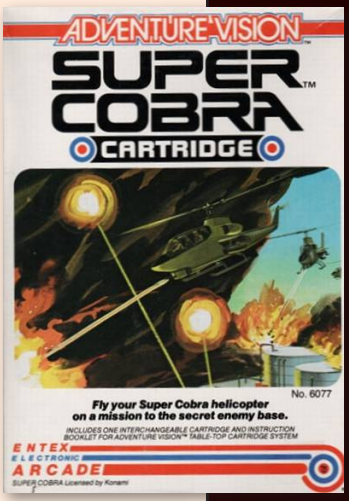
Space Force, an Asteroids clone, is based on the Venture Line arcade game of the same name.

In this game, the player's spaceship is positioned in an asteroid field. They must shoot at the rocks, blasting them into smaller and smaller pieces. The player must also avoid flying debris and shots fired by enemy UFOs.

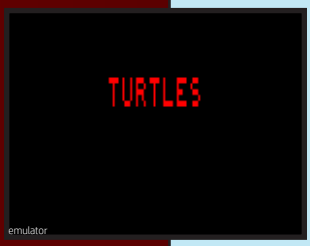
The control is a little different in this version. While the ship still thrust and rotate like in Asteroids, the momentum changes as the ship rotate, making control a bit more difficult.

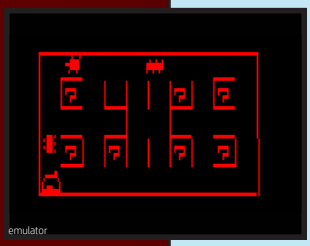
2 player alternating play is also available, although due to the console's cramped design, player 2 will use a flipped hand arrangement. Players play until they die, competing for the highest score.

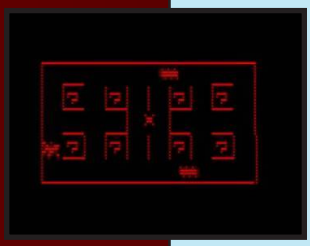
"16-BITTER@gamefaqs"



Turtles





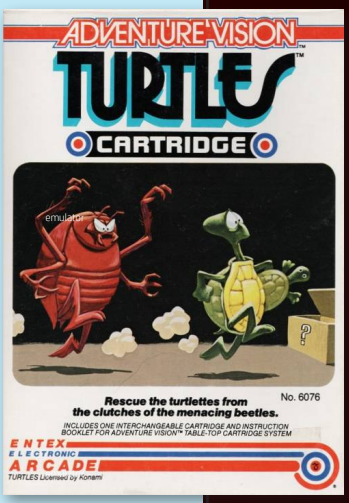


Release date 1982
Genre Action
Mode 1 Player

Turtles, with similar gameplay to Pac-Man, is based on the Konami 1981 arcade game of the same name.

Turtles is a maze game where the player is a turtle trying to bring baby turtles to their homes while avoiding beetles.

Scattered throughout the maze are boxes with question marks on them. When the player walks over a question mark, a baby turtle crawls onto the main turtle's back, a house will appear at a random location on the map, and the player will have to bring the baby turtle to its house while avoiding beetles. Other times, however, beetles will come out of the boxes, which the player will have to quickly run away from.



Checklist For Commercial Released Adventure Vision Games

Name	C	I	B	pg.
Defender				38
Space Force				39
Super Cobra				38
Turtles				39

Name	C	I	B

Apparently, only 50,000 Adventure Vision units were manufactured in 1981-82 (some sources says that 60,000 were produced, and others say that as little as 10,000 was ever released), making the console and games highly sought after (often called a "Holy Grail" of gaming consoles) and often fetching a high price on auction sites.

A working Adventure Vision can go for anywhere from $1,500 to $5000, depending on condition and how much of the original packaging and/or games are included.

Only 1000 version of each of the three stand alone games were apparently released. Loose games goes from $70 on the low end and upwards of hundreds of dollars.

Text are from: Radio Electronics - July 1982

Choosing a game

There is plenty to choose from this year in handheld and tabletop electronic games. If it's at all possible, play with the games you're interested in at the stores before you buy them. If you're looking for an arcade replica, for example, the vacuum-fluorescent or LCD display may not measure up to the standards you had in mind. (However, Entex has announced a cartridge-accepting stand-alone game for about $75 that has a 6000-dot matrix display.)

Also, see how well you score your first couple of times "at bat"-on the higher-still levels. If you do well, then it's a sure thing you'll be able to master the game too quickly and soon put it away on a shelf to be forgotten. The trick in choosing a good game is finding one that is challenging even after a lot of play.

Take your time and be selective, and you'll find the game that brings you and your friends or family the most fun.

THIS CARTRIDGE-PROGRAMMABLE STAND ALONE, recently announced by Entex, promises better graphic than any other handheld or tabletop game.

ADVENTURE VISION™

The state-of-the-art for '82—and beyond.

Here's the newest breakthrough in electronic table-top games. It looks and plays just like a TV cartridge system, but requires NO TV hook-up! The screen is right in the game, with 6000 light locations to create images with more than 20 times the resolution of any hand-held game on the market.

☐ **Full fidelity speaker sound for the greatest effects ever created** ☐ **Joy stick controls** ☐ **One- or two-player action** ☐ **Visual graphics which must be seen to be appreciated** ☐ **Authentic game play** ☐ **Multi skill levels** ☐ **High-speed action**

ADVENTURE VISION CARTRIDGES

DEFENDER,™ *the sensational number one ranked arcade game by Williams, comes with the unit. Save the humans from wave after wave of attacking aliens. Uses 4 "D" batteries or AC adapter No. 6060, not included.*

No. 6075
Standard pack 4 Carton weight 9 lbs.
Package size 13¼"x10"x9"

Cartridge Assortment

No. 6090 Standard pack 1
(12,4 each of Nos. 6077, 6078, 6079)
Carton weight 6 lbs. Package size 5"x7"x1½"

"DEFENDER" IS A TRADEMARK OF WILLIAMS ELECTRONICS.

TURTLES™
Turtles and turtlettes engage in a game of chase and rescue. Sold separately.

No. 6076 Standard pack 6
Carton weight 3 lbs.
Package size 5"x7"x1½"

SUPER COBRA™
Konami's exciting new helicopter game. Sold separately.

No. 6077 Standard pack 6
Carton weight 3 lbs.
Package size 5"x7"x1½"

SPACE FORCE™
The outer space game of meteors, hidden space ships and debris. Sold separately.

No. 6078 Standard pack 6
Carton weight 3 lbs.
Package size 5"x7"x1½"

"TURTLES" IS A TRADEMARK OF KONAMI. "SUPER COBRA" IS A TRADEMARK OF KONAMI. "SPACE FORCE" IS A TRADEMARK OF VENTURE LINE.

COLORVISION
TIME
ACL
AMA
PRO
FIRE/JUMP
Romtec

Very little is known about this console which was distributed between in 1984 and 1985.
Like the Adventure Vision, the Colorvision would be best used as a tabletop rather than held.

It's not a lot of information online on the ColorVision.
A few mentions on the system can be found at *videogamekraken.com* and *handheldempire.com*.
For a video of the system in action then I would recommend two short youtube videos by "*zaponline - My Bristol Colorvision and games*" and *"Pocket Legion - Altic Colorvision"*

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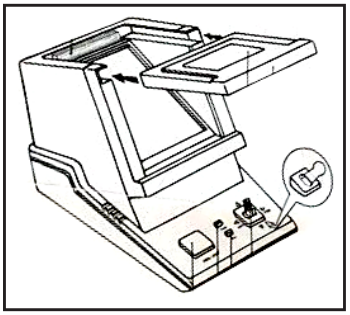
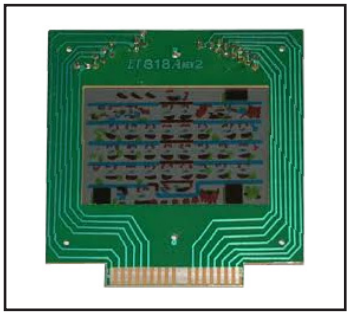
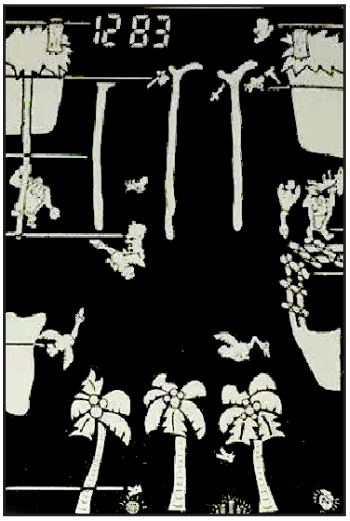
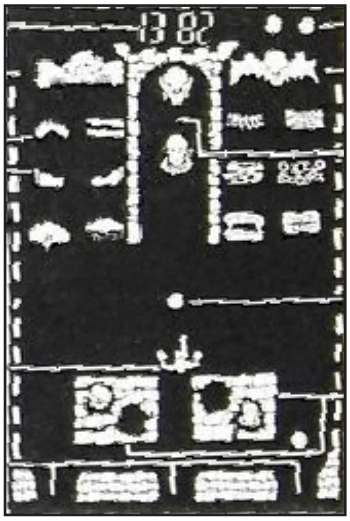








Colorvision

The Colorvision is a “handheld” video game console developed and manufactured by Hong Kong-based company Romtec Enterprises, Ltd.. It was released in Hong Kong and Europe in 1984.

This was the first handheld video game console not reliant on overlays or a separate color film to have non-monochrome color graphics using colored sprites on a LCD. The Entex Select-A-Game could be considered the first, as it had two colors on its FVD screen, blue and orange, but the games came with overlays to enhance the graphics and play experience, while only the cartridge is needed on the Colorvision.

The game code was all contained in the console, meaning that the cartridges functioned similar to the jumper cards on the Magnavox Odyssey to control which game would be played, and only contained the LCD portion of the game with the sprites. The LCD was clear, and the plastic shell contains a window to let light through.

The console contains the controls for the game, and the cartridge port on the top, where it slides into place, showing a bezel with the name of the game. The play screen is a mirror, similar to the Adventure Vision, that reflects the LCD image using the light that shines from the window on top.

It was manufactured and released by Romtec, but the console was also distributed under several brands, including Altic, Bazin and Bristol.

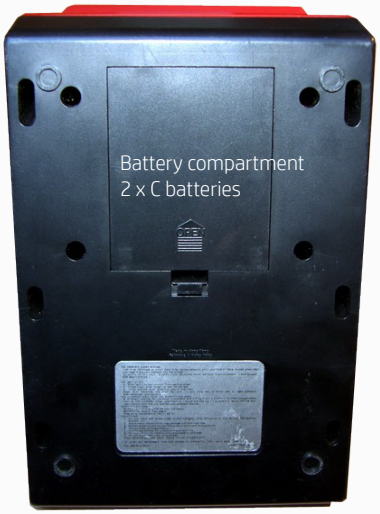
Romtec also released stand-alone tabletop games with similar plastic case/body.

Technical specifications

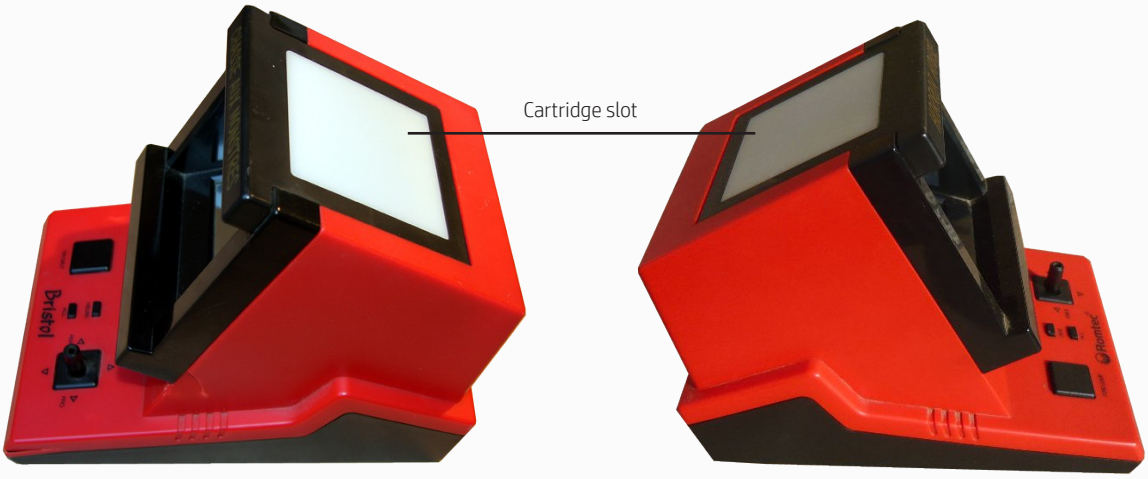
- Model nr.: ET-818
- Sound: Internal speaker
- Power requirements: 2 “C” batteries
  (the console does not have an AC adaptor jack)

The system does not feature an ON / OFF button.
The system starts when a cartridge is inserted.

Bottom of the unit



Apparently, an adapter that would go around the joystick to ‘lock’ it into only going two directions (for games that only needed two directions: left/right or up/down) was included with the console. A little metal tool for removing the adapter was stored in the small extra space in the battery compartment.



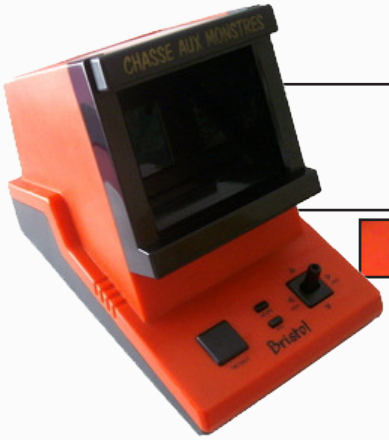
Console Versions

The Colorvision had four distributors, where each had its own branding of the console. The box the unit came in was the same for all four known variation of the console, with some distributor slapping a branding sticker on the box.

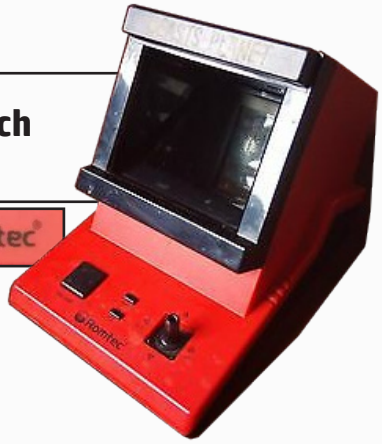
One variant was apparently yellow.

Bazin

Altic



Bristol



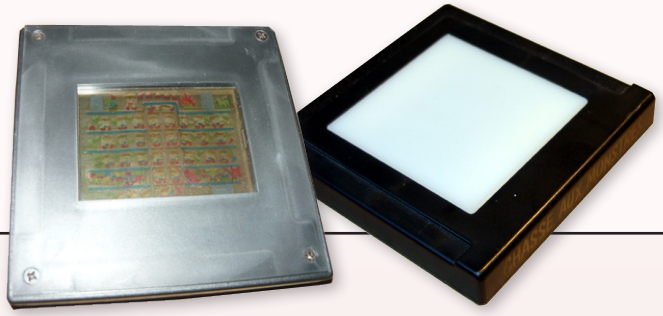
Romtech

Commercial Colorvision Games

Only 5 games are known to have been released for the system.

Since the cartridge didn't contain the actual games, only the graphics, it is not known if other games were programmed inside of the console for future releases, or if only the 5 were planned.

The names of the games on the cartridges came both in English and French.



Jungle Boy
(Fils de la Jungle)

The goal of Jungle Boy is to rescue the girl from a gorilla. To do this, Jungle Boy will have to secure all weapons and treasures to open up the cage. The cage door is only open for a brief moment before closing again. On his way, he is constantly attacked by bees and wolves.

Jungle Boy can kill enemies by collecting a weapon. To move around, he must use cranes and vines. If he fall, the player loose a life. Every time a life is lost, the game resets the weapons and treasures.

Each treasure and weapon gives 2 points. Killing and enemy gives 4 points. And saving the girl gives 10 points.

The game feature normal (amateur) and hard (professional) difficulty.

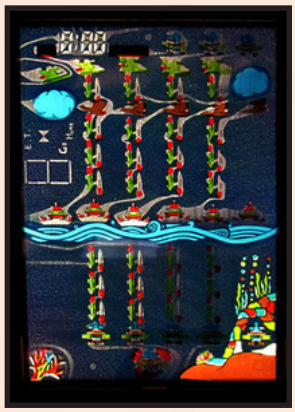
excerpt from the box:

The beautiful young maiden is captured by the mighty gorilla and is terrified, help Jungle Boy to save her.

box picture

Submarine
(Bataille Navale)

Players control a submarine at the bottom of the screen that can only travel horizontally. The goal is to shot missiles on enemies for a high score. The submarine can recharge at the base, which is located on the right bottom side of the screen.



excerpt from the box:

Control the Submarine to shoot down as many Jet-fighters and Destroyers as possible while avoiding invading torpedoes.

Monster Chase
(Chasse Aux Monstres)

Players take control of Little Joe who must collect all six magic objects to open a door and incinerate the witch. Little Joe can use a elevator to move around the platforms. If he fall, the player loose a life. Every time a life is lost, the game resets the weapons and treasures.

The game is aged 8 and up.

This was the only game on the console with a horizontal screen.

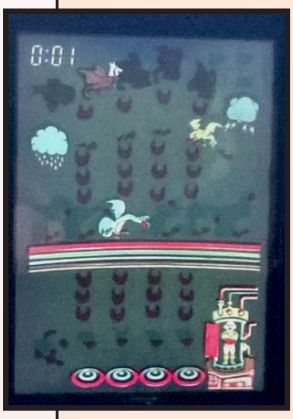
excerpt from the box:

Little Joe is out on a mission to burn the wicked witch. Help him to set the fire by securing all magic objects while avoiding attacking bats.

Beasts Planet

Players take control of Space Boy who moves horizontally on the bottom screen and must shoot at enemies, while dodging projectiles himself.

The game have a similar layout and gameplay as the game Submarine.



box picture

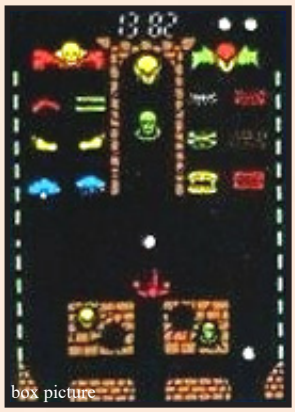
excerpt from the box:

Rush get Space Boy charged up to fight off the invading beasts with laser beams.

Horror House
(Salle Des Horreurs)

The goal of the game (according to the manual) is to keep the balls in the display and to get the highest score. Which probably means that the player, as a knight or a warrior of some type, must shoot at enemies.

The game feature normal (amateur) and hard (professional) difficulty.



box picture

excerpt from the box:

You have entered a Horror House guarded by the master 'Skeleton Head' and 'Tarantuis', hit them as much as you can with the ball to secure the highest score.

Checklist For Commercial Released Colorvision Games

Name	C	I	B	pg.
Jungle Boy				49
Submarine				50
Monster Chase				50
Beasts Planet				51
Horror House				51

This is the tiny list of Colorvision games (it's bigger than the Adventure Vision though). It shouldn't be to much trouble to complete the library for a dedicated collector.

The Colorvision is probably more scarce than the Adventure Vision, but the system is not very known, nor as interesting (for most). As such, the Colorvision and it's games will be considerably cheaper than the Adventure Vision and it's games. The system doesn't come up on auction sites often (at a reasonable price). By being patient and searching around, it should be possible to get a loose system and a couple of games for around $150 or less

Size comparison between the Adventure Vision and Colorvision

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Liquid Crystal pocket-sized Thumb Games™ are the perfect recreation for those forgotten fifth digits.

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SUPERVISION

The Watara Supervision is a handheld with a
Game Boy-like form factor.
It was originally released in 1992.

For more on the Watara Supervision,
then you would want to visit;

diskman.com

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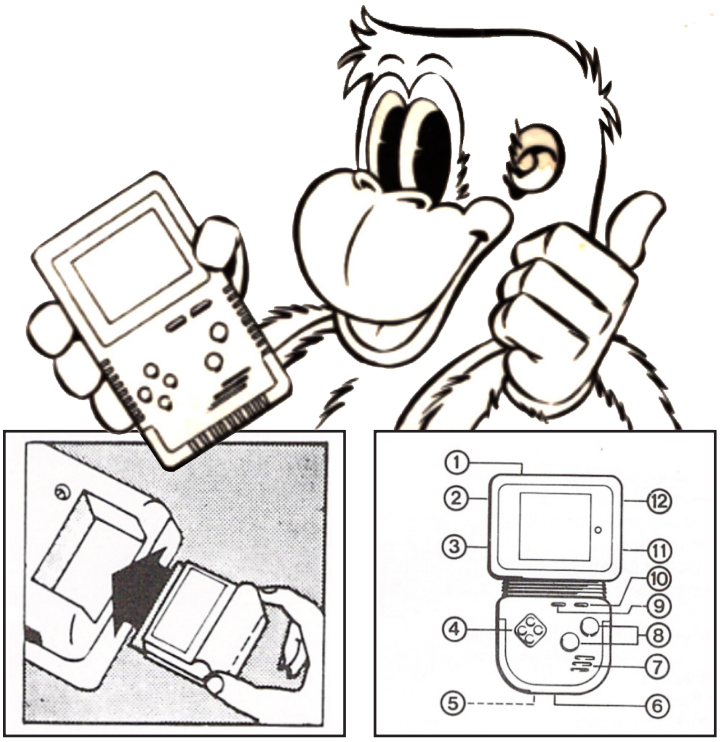
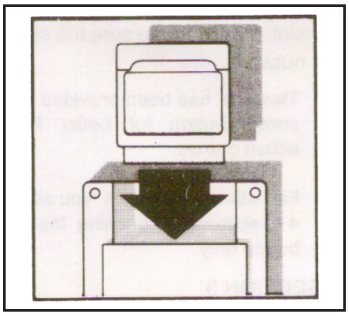
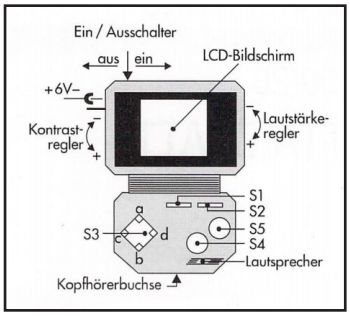






Watara Supervision

The Watara Supervision is a monochrome handheld game console, originating from Asia, and introduced in 1992 as a cut-price competitor for Nintendo's Game Boy. Very little is known the true origin of this console. Some speculate that it was in fact an upgraded version of the Game Master by Hartung as it used nearly identical cartridges and the Game Master was distributed by Watara in some countries.

The Supervision came packaged with a game called Crystball , 4 "AA" batteries, and small stereo headphones. Another release of the Supervision came with the game Classic Casino.

The Supervision featured an 8-bit 65C02 CPU that ran at 4mhz; the same CPU in the Atari Lynx and Turbografx 16/Turbo Express at a much lower clock speed. This made porting Game Boy and Game Gear games to the Supervision more difficult, since both the Game Boy and Game Gear ran a version of the Zilog Z80 CPU. This did not help the Supervision get the 3rd party support it lacked. The Supervision's low power CPU was able to dynamically clock down to save power or totally stop, thereby making it even more power conservative than the Game Boy. However, both end up with the same battery life and voltage requirements. The Supervision can even use the Game Boy's AC adaptors with seemingly no bad effects. Another problem for the Supervision was it's dot matrix LCD screen, that has an extreme amount of ghosting when fast moving games are played.

One unique feature of the Supervision was that it could be linked up to a television via a link cable. Games played in this way would display in four colors, much like Nintendo's Super Game Boy add-on for the SNES. A full color TV link was also in the works, but because of the Supervision's failure to make a major impression among gamers it was cancelled, along with the games which were in development for it.

Though the machine garnered some attention at launch (mainly due to the low price for the machine and its games, which many felt might enable it to make inroads into Nintendo's market share) it was ultimately unsuccessful in unseating the Game Boy from its position as the world's most popular handheld. Reasons commonly cited are the poor quality screen which was prone to blurring and made following the action difficult, a general lack of games and the simplistic nature of those that were released.

Yet another problem was that most of the games that were available were developed in Taiwan or Hong Kong, meaning that fans of big-name Western and Japanese developers were underwhelmed by the apparent lack of support from these companies. Only a handful of games were developed by third parties, including Sachen and the British developer B.I.T.S.. Up against Nintendo's list of popular franchises and those of its third parties - the Supervision's games were of little interest to most.

Like many consoles, the Watara Supervision has lived on through emulation. Cowering's Good Tools includes a tool called GoodSV, which catalogues 69 Supervision games as of version 3.27.

As of 2020, the first aftermarket game Assembloids by PriorArt is available for the Supervision.

Technical specifications

- CPU: 8-bit 65C02 processor, running at 4 MHz

Many units was poorly put together. Finding tape and cellophane inside the units when dismantling them was not uncommon. Many have become damaged over the years and are no longer in working order.

The unit is easy to take apart, so modders and those trying to make repairs can get in relatively easily.

The Supervision has a communication (COMM) port for 2-player link-up games, but there is apparently no known official link cable made for the console. No games released during the Supervision's original commercial lifespan made use of the two player link port.

SUPERVISION™

IL VIDEOGIOCO PORTATILE CON MAXI SCHERMO

L'UNICO

COLLEGABILE AD UN TELEVISORE A COLORI

WATARY ITALIA

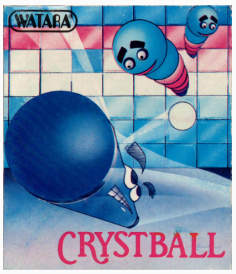
Commercial Supervision Games

The Supervision did not receive a lot of games. But even though the game library is small, the console can be very expensive and time consuming to collect for. The more difficult games to find rarely show up on online auctions, making the same 20+ titles mostly take up place on these sites. The more common games can often be found under 5$.

Getting a complete set will take years of searching, and will most likely never happen. Or extremely expensive, if one would take the shortcut and just buy the games full price.

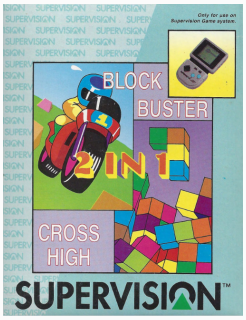
The area that it sold best in was Europe. The console also had a strong presence in Asian countries, but a very small presence North America.

The following pages consist of the commercial games for the Supervision handheld game console. I used Brandon Cobb's website, diskman.com, a lot for refrence and help on these pages, and information are mostly from mobygames.com.



Small Boxes

Only a few games came in a the small cardboard box version.

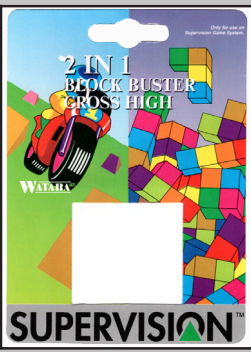


Blue Boxes

The blue boxes sometimes feature unique art compared to the other versions. Some were also released by Hartung for release in Germany and Nederlands.

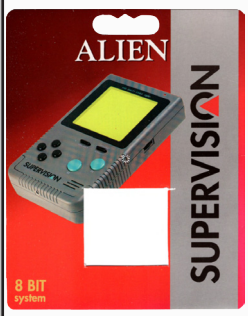
Grey Boxes

The grey boxes, released by Hartung, mostly came out in Germany and Nederlands,



Blister Pack (aka. clamshell)

Most games came as a blister pack release. The blister packs was mostly released in the U.S.



Blister Pack (v.2)

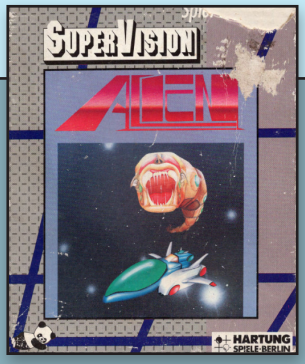
Some games was released in two different blister pack versions. The hang tab are a little different compared to the standard blister pack release

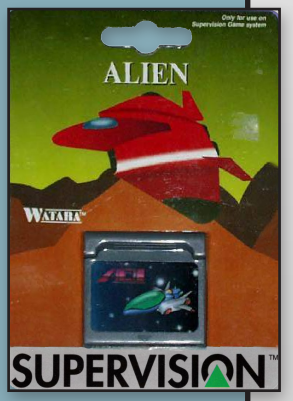
Alien

Developer Watara
Release date 1992
Genre Shooter

Alien is a basic side-scrolling shooter where the player controls a fighter jet and must shoot down a variety of different enemies. The game scrolls continuously to the right, while enemies attack the player by either shooting or attempting to crash into the player's craft. The player can fire normal shots, or charge up to fire an extra powerful shot, which is required to defeat certain types of enemies. At the end of each stage, a large boss enemy appears, which must be defeated to continue the game.

"mobygames.com"





Classic Casino

Developer Bon Treasure
Release date 1993
Genre Casino

Classic Casino, which came as a pack-in game on some releases of the Supervision console, is a collection featuring three different casino games: Blackjack, Poker, and Slots. Each game gives the player a certain number of credits, which they must use to acquire more in the chosen game. Blackjack is played against the house, while Poker and Slots are solo endeavour.

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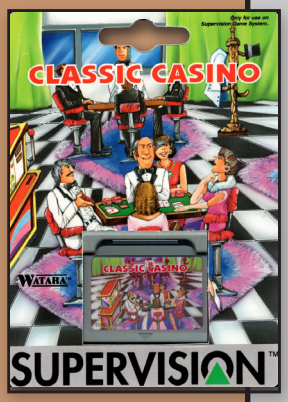

Balloon Fight

Developer Thin Chen Enterprise
Release date 1992
Genre Action-platformer

Balloon Fight is a simple platform action game very similar to the better known NES title of the same name. The player controls a creature suspended by a pair of balloons who floats around a room, and must pop the balloons of enemy creatures by landing on top of them. If an enemy touches the player's balloons, they will pop, causing the player to fall and lose a life.

There are several different stages, each with a different layout and various objects such as platforms, deadly spike pits, and fans that push the balloons around. The playfield also loops horizontally, and both the player and the enemies can leave one side of the screen and return through the other. When all enemies on a stage are defeated, the player is awarded a bonus for time remaining and moves on to the next stage.

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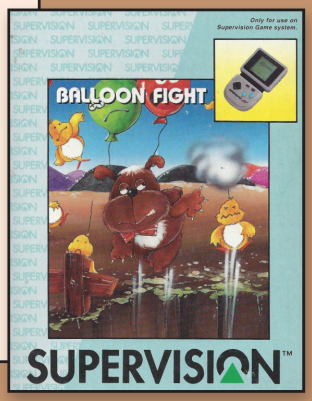
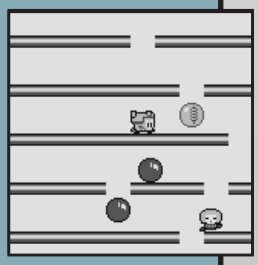


Bubble World

Developer Bon Treasure
Release date 1992
Genre Action

Bubble World is a simple arcade action game similar to Bubble Bobble. The player controls a small creature that can jump and shoot bubbles. The objective is to use the bubbles to capture and destroy all the enemies on each stage. Defeated enemies will often release items that may award bonus points, or even destroy all enemies on the screen. When all enemies have been defeated, the player moves on to the next stage. However, if the player touches an enemy or a flame bubble, a life is lost.

"mobygames.com"



Magincross

Developer Thin Chen Enterprise
Release date 1992
Genre Shooter

Magincross is a horizontally-scrolling space shooter. The player shoots down waves of alien ships until the boss of each stage is reached. Instead of the usual life system in most shooters, the player's ship instead has a power bar, which will deplete when the player takes a hit, but can be replenished by collecting power-ups that occasionally appear. After defeating the stage boss, the player moves on to the next stage. There are three stages total.

"mobygames.com"

Climber

Developer Bon Treasure
Release date 1992
Genre Action-platformer

Climber is an action platformer where players take control of a boy with a seemingly-endless supply of throwing knives. In addition to making deadly projectiles, these knives will also stick into any surface they hit for a short time. While stuck, they can be used as platforms to reach further areas, or even to destroy certain blocks on the stage. The object of each stage is to reach a goal flag while avoiding the enemies and hazards through careful use of the player's knives.

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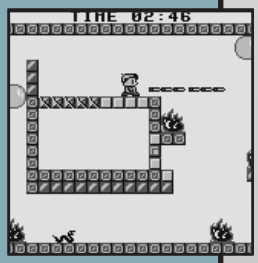
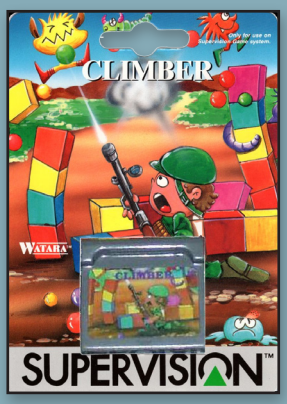




Brain Power

Developer Watara
Release date 1992
Genre Puzzle

Brain Power is a collection of four primarily logic-and-puzzle minigames:

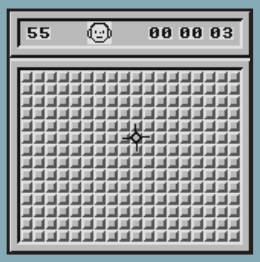
Mine Detector, a clone of Minesweeper. The player is presented with a board filled with mines, and must find all of the open squares without clicking on any of the mines. Open squares contain a number, which indicates how many of the adjacent squares contains a mine. There are easy (55 mines), medium (66 mines), and hard (77 mines) modes.

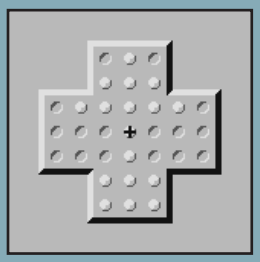
Fortune Four, a version of the board game Qubic, also known as 3-D Tic-Tac-Toe. The player takes turn with the computer placing stones on a 4x4x4 grid, the goal being to create a chain of four stones in any direction.

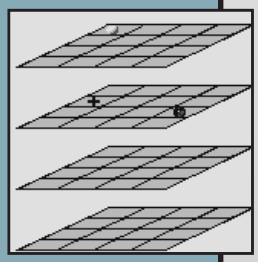
Caterpillar, a clone of Snake. The player controls a snake that must avoid obstacles and eat food placed around the level. When the snake eats a piece of food, it grows longer, but if it runs into an obstacle or its own body, it dies.

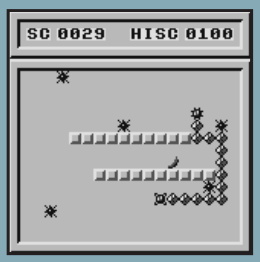
Hopper, a version of the board game Peg Solitaire. The player is given a grid with marbles arranged on it, and can remove marbles by "jumping" over them with an adjacent marble. The goal is to only have a single marble remaining. There are seven different layouts to choose from.

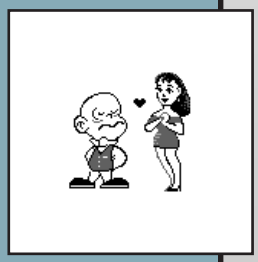
"mobygames.com"

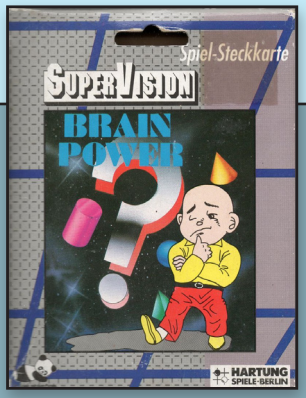


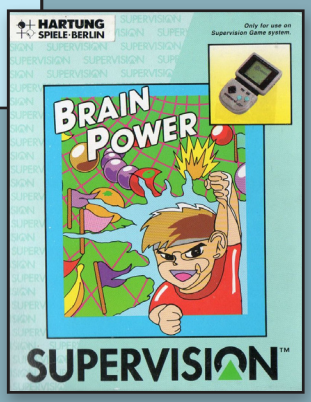


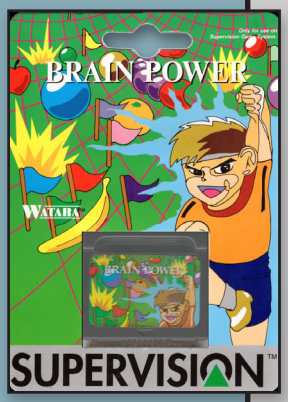










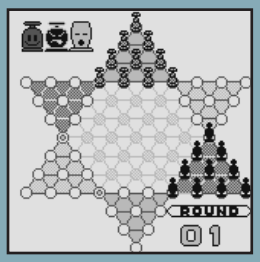


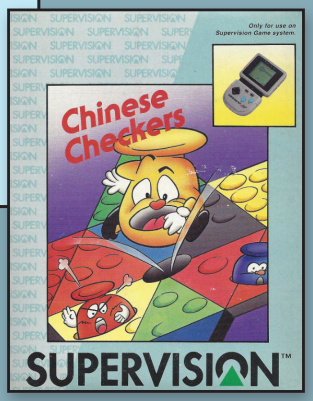
Chinese Checkers

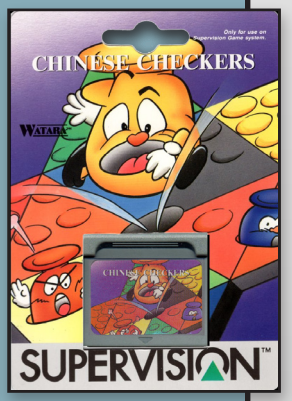
Developer Sachen
Release date 1992
Genre Puzzle

Chinese Checkers is based on the German board game originally known as Stern-Halma. The objective is to be the first player to move a group of 10 pieces to the opposite side of a star-shaped board; pieces can either be moved a single space, or 'jumped' over adjacent pieces. The game can be played in either its 2-player or 3-player variant, but only a single human player can play in a given game; other slots are filled by computer-controlled opponents. It is possible to set the number of rounds in the game, as well as also watch the computer play against itself.

"mobygames.com"







Crystball

Developer Bon Treasure
Release date 1992
Genre Breakout-clone

Crystball, the pack-in game for most of the Supervision console releases, is a Breakout clone in the tradition of Arkanoid. The player controls a paddle at the bottom of the screen, and must bounce a ball off the bricks on the screen, with the goal of destroying them all. Destroying certain bricks will release power-ups or release enemies that wander the screen. If the ball falls out the bottom of the screen, a life is lost, and if all lives are lost, the game is over.

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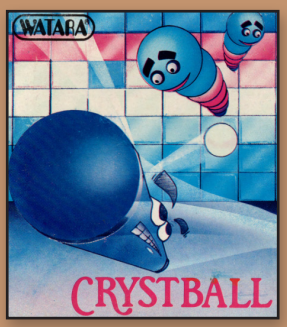

Carrier

Developer Bon Treasure
Release date 1992
Genre Puzzle

Carrier is a variant of the logic puzzle game Soko-Ban. The player controls a warehouse manager who must rearrange crates in a confined space, moving them all into the designated locations. It is possible to rewind a single move, as well as reset the puzzle or switch to any other puzzle in the set.

Stages are grouped in sets of ten, and the player must clear all ten stages to move on to the next stage. There are five stages, for a total of 50 puzzles. Many of the puzzles are taken directly from the Game Boy version of Soko-Ban, Boxxle.

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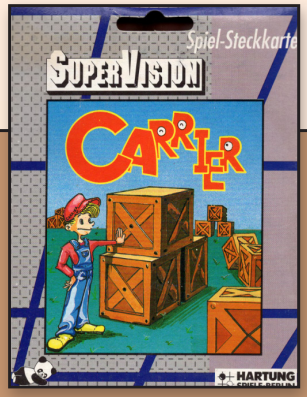
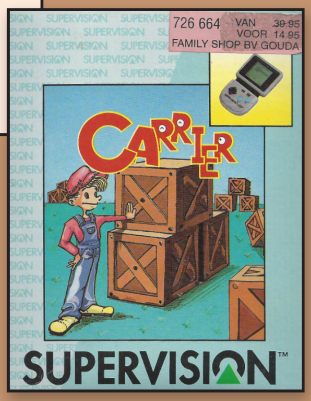


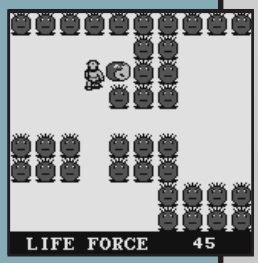


Delta Hero

Developer Bon Treasure
Release date 1992
Genre Action

Delta Hero is an action maze game where the player take control of a young soldier trapped in a strange land. The goal of each stage is to collect enough bags of money and then reach the goal. The hero's only mode of defense against the creatures he encounters is a short-range gun. There are many items and enemies placed around each stage, including food that will replenish the player's life, x-ray glasses that will reveal hidden items and pathways, and the money required to exit the stage.

"mobygames.com"



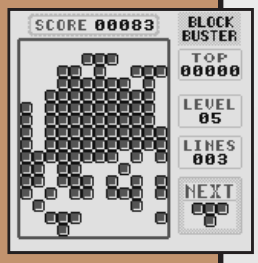
Block Buster

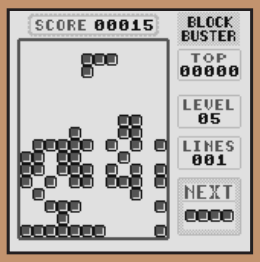
Developer Bon Treasure
Release date 1992
Genre Puzzle

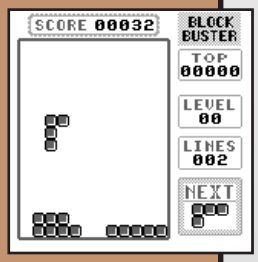
Block Buster is a simple Tetris clone for one player. The goal is to place pieces made up of four tiles in the playfield, organizing them into complete rows, which then disappear. As rows are cleared, the pace of the game increases, and the game ends if the stack reaches the top of the well.

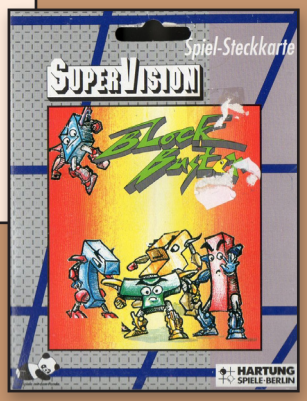
The most notable difference from regular Tetris is that the game features a 12-by-16-block playfield, compared with the 10-by-20 field found in licensed Tetris titles. There is only one game mode (endless), though the starting level (speed) and amount of garbage can be chosen before starting the game.

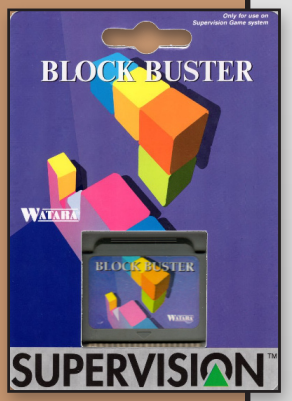
"mobygames.com"











Dream World

Developer Bon Treasure
Release date 1992
Genre Platformer

Dream World is a side-scrolling platform game starring a girl with psychic powers. She begins with only a regular energy shot, but additional weapons can be found throughout the game. Curiously, using the girl's ESP powers does not consume energy; rather, switching between shot types does, meaning she can only switch a certain number of times on each stage. Different enemies are weak to different weapons, and each stage ends with a large boss that must be defeated to continue.

"mobygames.com"

Linear Racing

Developer Watara
Release date 1992
Genre Puzzle

Linear Racing is a puzzle game. A short animation is shown, then scrambled into 16 tiles, which must be rearranged to recreate the original image. Tiles may be swapped around, as well as flipped vertically or horizontally, to rebuild the animation. There are six different animations to choose from, and three difficulty settings for each.

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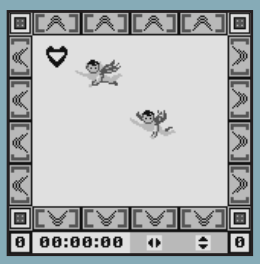

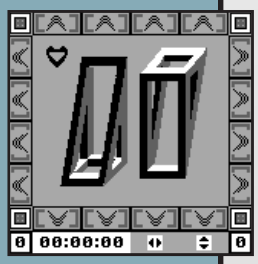

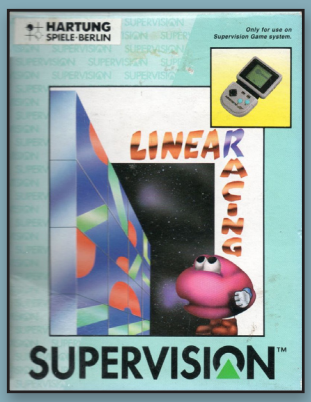

Dancing Block

Developer Thin Chen Enterprise
Release date 1992
Genre Action

Dancing Block, also released on the NES, is a simple arcade action game starring a sentient cube. This cube has a cannon on one side that can shoot pellets. However, as the cube moves by rotating onto different sides, the cannon will reorient whenever the cube moves. The goal of each stage is to collect all the fruit, while avoiding or destroying insects with the cannon. Some stages feature power-ups that will allow the cube to fire in multiple directions simultaneously, or to shoot larger pellets that can hit multiple targets.

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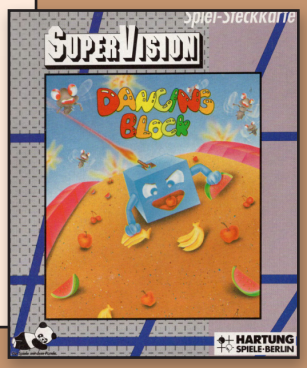

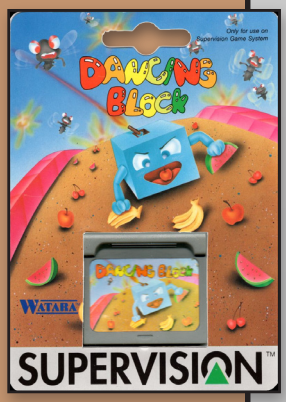

Challenger Tank

Developer Watara
Release date 1992
Genre Shooter

Challenger Tank is a vertically-scrolling action game similar to Ikari Warriors. The player controls a tank which moves continually forward, and can freely move about the screen firing in any direction; the tank's cannon can be rotated independently of its movement. Enemy tanks appear from all sides, shooting at the player, and must be destroyed or avoided. At the end of each stage, a large boss appears that must be defeated to continue. Power-ups will occasionally appear that will allow the tank to fire in multiple directions simultaneously, but these are lost if the tank takes a hit.

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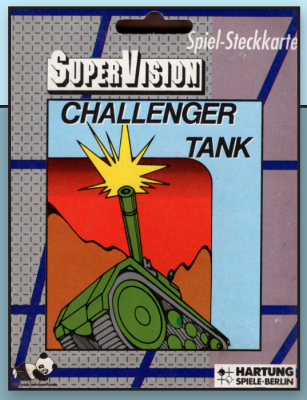

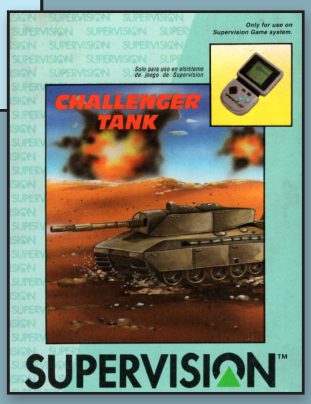

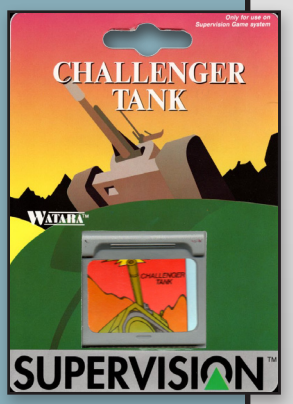

Grand Prix

Developer Bon Treasure
Release date 1992
Genre Racing

Grand Prix is a simple F1 racing game for one player. The player's car has a turbo boost that can be used to pass other vehicles. The goal is simply to win each race by coming in first, continuing on to the next course. There are eight courses in total, each taking place in a different country.

"mobygames.com"

Chimera

Developer Watara
Release date 1992
Genre Action-adventure

Chimera, also released on C64 and ZX Spectrum, is an isometric adventure game set on an uninhabited space ship. The player must explore the ship, which is divided into a grid of rooms. There are various items scattered around the maze-like craft, which will be either a help or a hindrance. For example, food and water will keep the player alive, while radiators will quickly deplete water reserves while standing in the same room.

The only actions the player can perform are to move and to interact with objects. Many objects—such as electric fences, or the aforementioned radiators—are deadly to the touch unless the player has the correct item in their possession. The ultimate goal is to prime and activate the four-stage self destruct sequence in the correct order by using items found on the ship. A scrolling message indicator at the bottom of the screen provides useful status information.

The game was not programmed to feature an ending sequence. Only by cheating can all four warheads be armed successfully, after which the game advises the player to head to the exit room. Unfortunately, there is no way to trigger an ending in either the exit room or any of the other rooms.

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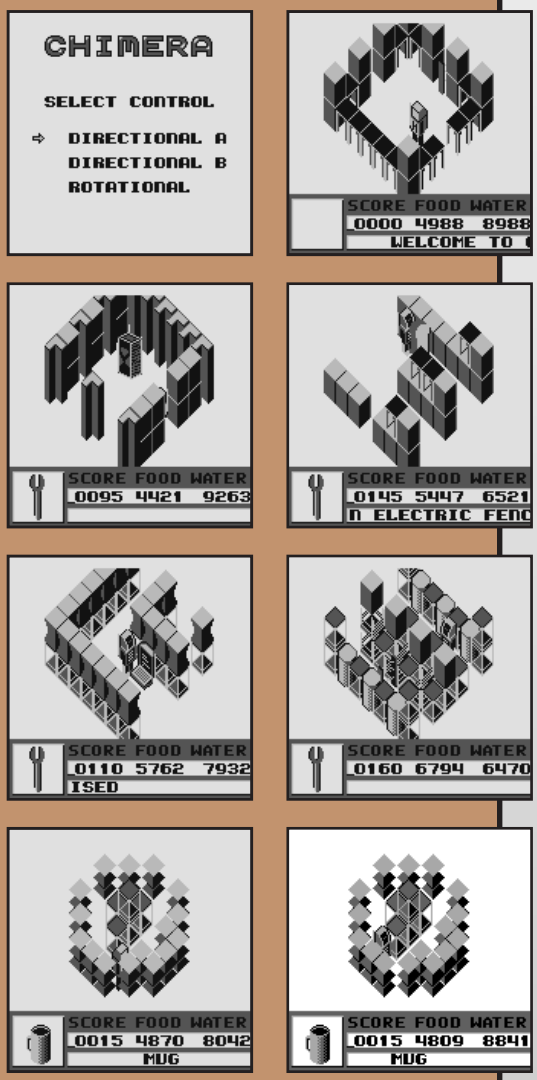

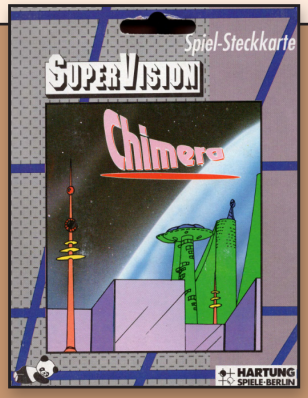

Eagle Plan

Developer GTC
Release date 1991
Genre Shooter

Eagle Plan is an arcade-style flight sim game similar to After Burner. Each mission tasks the player with destroying a certain number of enemies of specific types–fighter planes, tanks, and warships–and ends immediately once the conditions have been met. The player's craft has a gun with infinite ammo, as well as a limited number of missiles, tough certain enemies can only be destroyed with a specific type of weapon. Completing missions will earn money, which can be spent between missions to upgrade the player's craft, as well as replenish missiles and fuel. If the player runs out of fuel, which is also depleted from taking hits, the game is over.

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Galactic Crusader

Developer Bon Treasure
Release date 1992
Genre Shooter

Galactic Crusader is a scrolling shooter. As the players ship scrolls up the screen, they must fire on ships coming from the top of the screen. Occasionally, after ships have been destroyed, the player can pick up a power-up to increase the firing ability. At the end of each level is a boss to defeat before moving onward.

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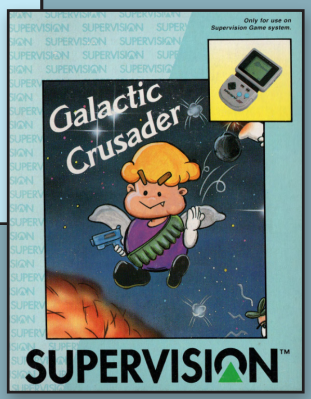

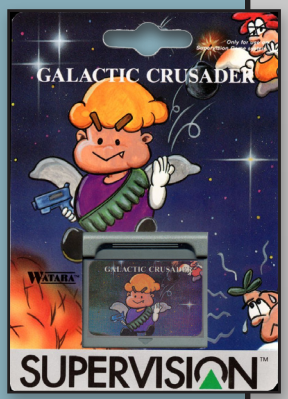

Earth Defender

Developer Bon Treasure
Release date 1992
Genre Shooter

Earth Defender is an action shooting game, and a clone of Data East's Atomic Runner. The player controls an armored superhero fighting an alien invasion, and can freely move about the screen, even hovering in place using a jetpack. However, the screen is always scrolling forward. Each stage consists of a lengthy onslaught of flying enemies, followed by a boss at the end. There are also several power-ups that can be collected to increase the hero's firepower or refill his life.

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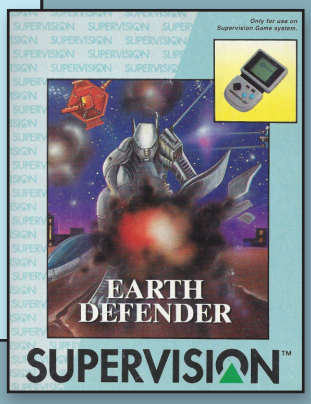

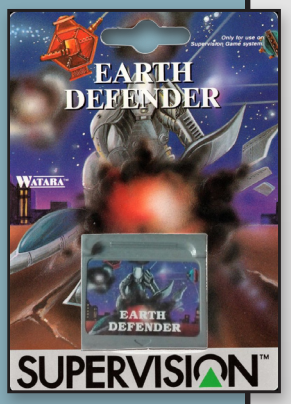

Fatal Craft

Developer Bon Treasure
Release date 1992
Genre Shooter

Fatal Craft is a horizontally-scrolling shooter modelled after Konami's seminal arcade game Gradius, right down to the enemy formations and power-up system. As in most any scrolling shoot-'em-up, the goal is to reach the end of each stage and destroy the boss, defeating enemies and collecting power-ups along the way. Some enemies drop capsules, which when collected will increment the power-up bar. There are six types of upgrades available, including a speed-up, a shield, three types of weapon upgrades, and an Option unit that mimic's the ship's movement, providing another source of fire.

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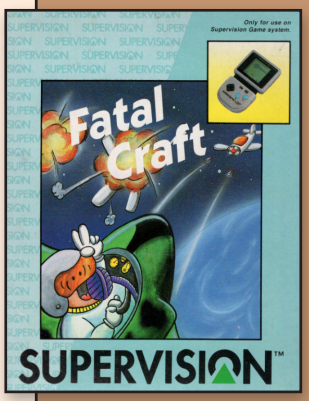

Final Combat

Developer Thin Chen Enterprise
Release date 1992
Genre Action

Final Combat is a top-view tank action game similar to Namco's Battle City. Each stage contains a large number of enemy units and other objects to destroy. The goal is to destroy the fortified enemy base in each area, though the base cannot be damaged until enough enemy units—tanks and turrets—are destroyed. When the OK is given, the player can destroy the base to complete the stage. If the player's tank takes too much damage, it will be destroyed.

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Happy Pairs

Developer Sachen
Release date 1992
Genre Puzzle

Happy Pairs is a tile-matching puzzle game based on the Japanese game Shisenshō. Similar to Shanghai, the object is to remove tiles from the board in matching pairs until the entire board is clear. Pairs can only be removed if they can be connected by a line with no more than two turns. The game is timed, and if the time runs out, the puzzle must be restarted. It is also possible to have the computer find a match for the player, but this can only be done a limited number of times. The game includes more than a dozen different backgrounds, each representing a different location around the world, and several dozen different puzzle layouts to solve.

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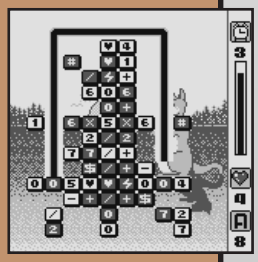

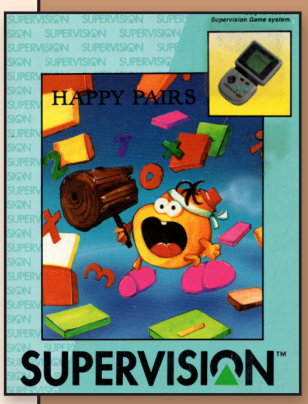

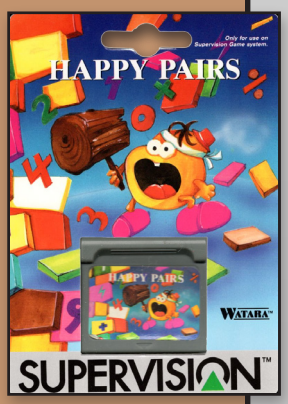

Galaxy Fighter

Developer Thin Chen Enterprise
Release date 1992
Genre Shooter

Galaxy Fighter is a vertically-scrolling space shooter. Several kinds of enemies appear in waves to attack the player, piloting an advanced fighter ship. When destroyed, enemies will sometimes drop power-up items, which include firepower upgrades and three different types of sub weapon: small homing missiles, large forward-firing missiles, and a rotating shield that damages nearby enemies. Every so often, a large boss enemy will appear, which must be destroyed in order to proceed. Similar to Toaplan's Truxton, there are no breaks between stages; the entire game scrolls continuously forward, only interrupted when the player's ship is destroyed.

Galaxy Fighter was not programmed to feature an ending sequence. After defeating the stage three bosses, a raging storm of enemies starts coming after the player ship. This final wave of fighters eventually dies down, replaced by an asteroid field which is likely impossible to navigate through without cheating. Escape from the asteroid field, and the gameplay starts over from the beginning.

"mobygames.com"

"Not sure if the box on the right is a mock-up. The game is extremely rare, which may be the reason the box is not found online—or it may be because the game was only released loose without a box"

John Adventure

Developer Sachen
Release date 1992
Genre Puzzle

John Adventure is a falling-block puzzle game similar to Dr. Mario. Each stage presents the player with a bottle filled with dancing objects that must be destroyed. Pairs of pieces fall from the top of the bottle; line four of the same color in a row to cause them to disappear. Players must destroy all the target pieces to clear the stage. If they reach the top of the bottle it's game over. There are 20 stages and three play speeds available.

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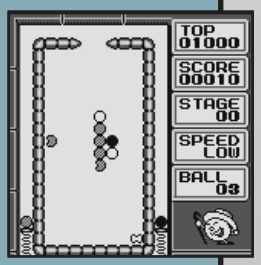

Happy Race

Developer Sachen
Release date 1992
Genre Racing

Happy Race is a top-down arcade driving game, very similar to Namco's Rally-X sans the scrolling. Each stage consists of an assortment of passageways, obstacles, and flags; the goal of each stage is to collect all of the flags. Impeding the player are a pair of enemy buggies which will chase the player, but it is possible to use part of the car's fuel reserves to kick up dust clouds that will stun the enemies. There are several bonus flags on each stage, and also many bonus food items that will appear randomly and give extra points. The game offers three difficulty settings.

"mobygames.com"

Kung-Fu Street

Developer Thin Chen Enterprise
Release date 1992
Genre Fighting

Kung-Fu Street is a 1-on-1 martial arts fighting game very similar to Konami's Yie Ar Kung-Fu. The game plays similarly to the NES version of Konami's game, offering punches and kicks at two different heights, plus flying jump kicks and wall bounces. A variety of different opponents must be defeated, including a ninja, a fencer, and a boxer, who each have their own fighting styles and techniques. If the player loses too many bouts, the game is over with no option to continue.

"mobygames.com"

Hash Blocks

Developer GTC
Release date 1992
Genre Puzzle

Hash Blocks is a falling-blocks puzzle game similar to Columns. Blocks fall in sets of three and can be cycled and rotated freely. If four blocks of the same type are lined up horizontally, vertically, or diagonally, they are cleared and removed from the playfield, causing any blocks above them to fall into the open space. If the blocks reach the top of the screen, the game is over.

The game includes two modes. Normal mode tasks the player with clearing a certain number of blocks before the playfield fills up. Flash mode requires the player to clear a specific, flashing block, which may be buried under multiple other blocks. Both modes offer three levels of difficulty, as well as multiple different block graphic sets to use.

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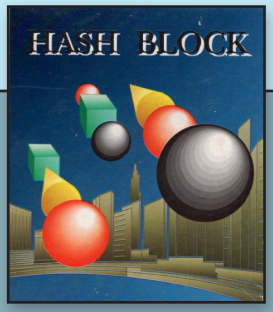

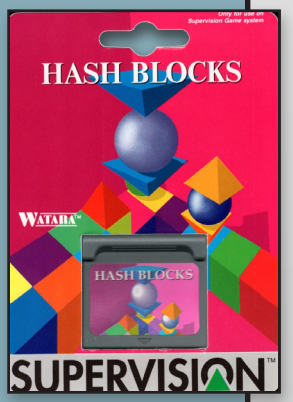

Juggler

Developer Bon Treasure
Release release date 1992
Genre Action

Juggler is an action game where the player controls a magician who can create large floating bubbles. The object of the game is to keep the bubble bouncing long enough for it to grow larger, then pop it to cause pieces to fall on the enemies wandering each stage. Defeated enemies will release power-ups. One hit from an enemy will knock him out.

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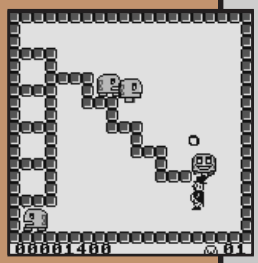

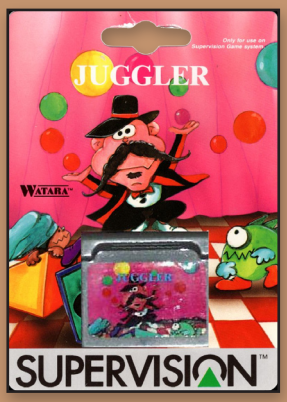

Hero Hawk

Developer Thin Chen Enterprise
Release date 1992
Genre Action

Hero Hawk is a top-down action game similar to Sega's Crack Down, in which the player must infiltrate enemy strongholds and plant bombs at certain locations. Each mission is divided into interconnected rooms containing various hazards, enemy soldiers, item containers, and bomb markers. When all bombs on a stage have been planted, the boss area opens up, and the player must defeat the boss to complete the mission.

There are a large variety of items that can be found within missions. Food will refill the player's life, grenades will grant an extra screen-clearing bomb, ammunition will let the player shoot faster, boots will increase walking speed, and the Super-Vision console will let the player access a map of the stage, which indicates which rooms still need bombs placed. However, if the player takes too many hits and dies, all power-ups are lost. There are only a limited number of continues.

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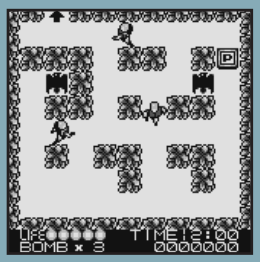

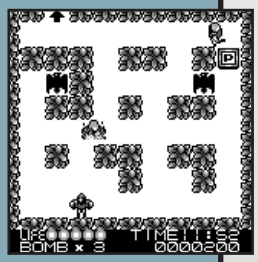

Police Bust

Developer Bon Treasure
Release date 1992
Genre Action

Police Bust is a dot-collecting maze game in the tradition of Pac-Man. The player controls a fugitive who is being chased by two police officers. He must collect all the dots strewn about a maze while avoiding capture. To aid in the escape, the player has access to barriers which will block the officers' path, as well as bombs which will stun them for a short time, but both items are in limited supply. When all the dots are collected, the player moves on to the next stage.

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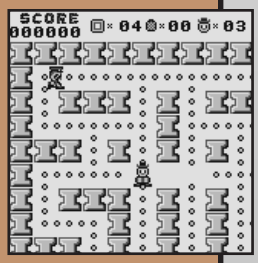

Hero Kid

Developer	Watara
Release date	1992
Genre	Platformer

Hero Kid is a side-scrolling platform game where a young man who must rescue his girlfriend. Each stage scrolls from left to right, and is filled with enemies and obstacles that he must overcome. Hero Kid's energy is continually depleting, and he must collect fruit to replenish it. Enemies will kill the hero in one hit. However, it is also possible to gain the ability to throw hammers to destroy enemies by collecting floating hearts. Hero Kid has three lives, and if he runs out, he is sent back to the beginning of the current area.

Hero Kid was not programmed to feature an ending sequence. After round four of area five is completed, the game attempts to reset to round two of area five. It then crashes after starting the music routine and displaying some garbage graphics on the screen.

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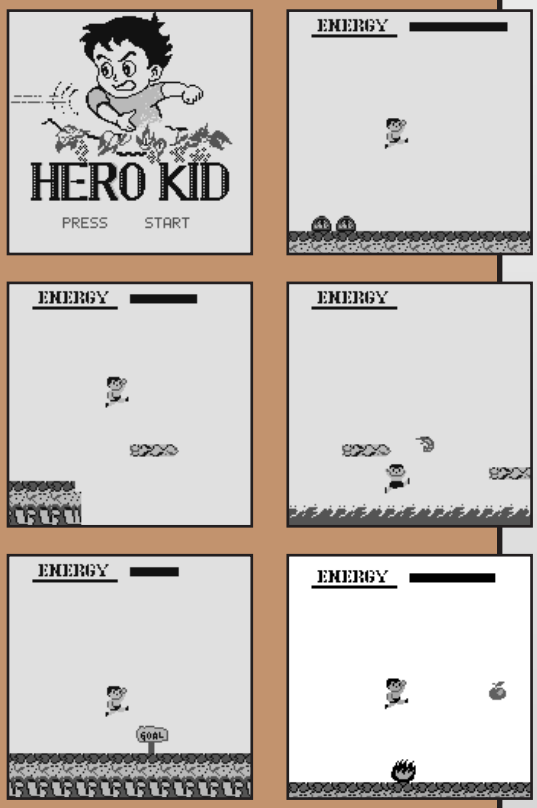


excerpt from the manual:

HERO-KID is an adventurous game which can strengthen your game which can strengthen your courage and encourage your adventurous spirit. You must overcome any difficulty, defeat all of the enemy that appears in your forward road, and gain victory in a thound and one way.

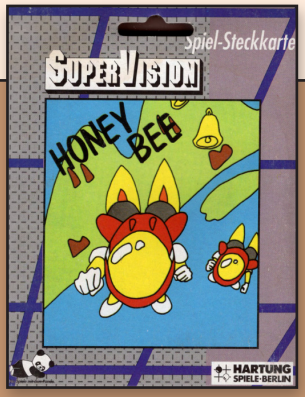
Program Size: 64K Bytes
Game Type: Adventure
Game Features:
Five Areas in All Four Rounds In Each Area One Kind Of Gun Five Kind Of Enemy Sixteen Life-force Three Lifes In Each Round Level Selection Name Signing For Top Players.

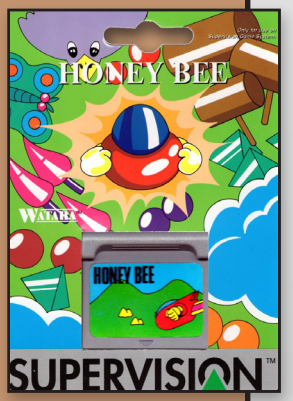
Honey Bee

Developer Bon Treasure
Release date 1992
Genre Shooter

Honey Bee is a vertically-scrolling shooter that plays and looks similar to Konami's TwinBee. The player controls a cute-looking ship with arms and legs, which can fire both at flying enemies and ground-based enemies. Destroyed ground enemies will drop hearts that give points, and it is also possible to shoot clouds to release items which will also give additional points. There are no power-ups to increase the ship's firepower. At the end of each stage, there is a boss that must be destroyed in order to continue.

"mobygames.com"



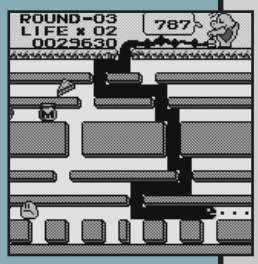


Popo Team

Developer Thin Chen Enterprise
Release date 1992
Genre Action

Popo Team is an arcade-style action game similar to Anteater or Oil's Well. The player controls a underground pump which must collect food and objects hidden within a variety of mazes. There are various objects that move around the maze to help or hinder the player: food items can be eaten for bonus points; creatures can be eaten with the head, but will kill the player if they touch the body; and bombs are harmless to the body, but will kill the head if eaten. The only controls are to extend the head in an open direction, and to quickly retract the tube to the surface.

"mobygames.com"



Jaguar Bomber

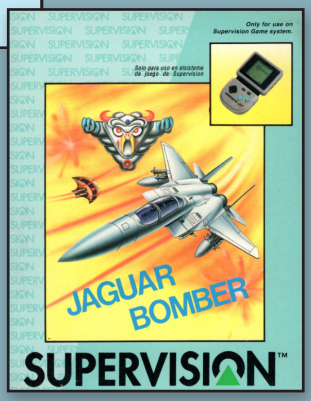
Developer Bon Treasure
Release date 1992
Genre Shooter

Jaguar Bomber is a vertically-scrolling shooter where the player pilots a fighter jet against an invading alien army. Various types of enemies attack from all sides, and the player must avoid their attacks and destroy as many as possible. The game is very straightforward, and there are no power-ups to increase the ship's firepower. At the end of each stage, there is a large boss that must be destroyed to proceed.

"mobygames.com"

excerpt from the manual:

This game is staged in a futuristic world where the people are facing an aggression by intruders. The need to send out the finest and most advanced fighter plane is in no doubt. The player controls a fighter plane, code named Jaguar Bomber, to fight the enemies.



Kitchen War

Developer Bon Treasure
Release date 1992
Genre Action-platformer

Kitchen War is an arcade platform game where the player controls a tomato chef whose kitchen has become overrun by insects and other vermin. Using weapons such as plates, forks, and ladles —found in rooms through out the kitchen—the player must defeat enough of a certain type of pest, such as a snail, spider, or mouse, to proceed to the next stage. Touching enemies will hurt the chef, though he can recover by finding bottles of ketchup which are also hidden within the rooms. Each weapon can only be used a certain number of times before another must be found.

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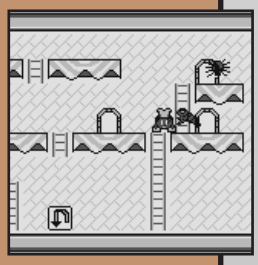

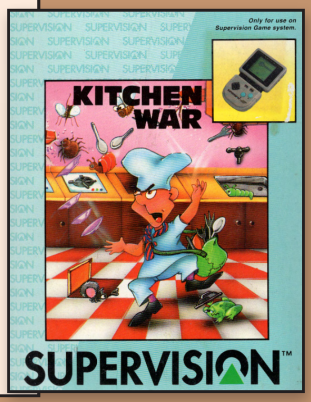

Journey to the West

Developer Watara
Release date 1993
Genre Action

Journey to the West includes a storyline, both in Chinese and very heavily bastardized English. The game is based on the classic Chinese novel of the same name. Over the course of the game, the monkey king Sun Wukong and his allies, Zhu Bajie and Sha Wujing, must fight through the many monsters and demons that interfere with their quest to reach India and collect the Buddhist sacred texts.

The majority of the game consists of one-on-one duels against various, powerful enemies. Each enemy must be defeated before moving on to the next. Late in the game, the style briefly changes to an overhead perspective, and the goal is to find and collect all the keys for escape to the next level.

Journey to the West is the largest known Supervision game with four megabits (512 kilobytes).

It is also the only commercially released Supervision game that leaves out the scrolling "TRAVELLMATE" / "SUPERVISION" logo at startup, instead booting directly to the game's title screen.

This particular game cartridge is only compatible with the Magnum branded Supervision.

The game is extremely rare—possibly the rarest handheld game official released—with only a few copies known to be in the hands of some collectors.

In 2019 Bulgarian based A2-Heaven released a homebrew version with the original ROM of Journey To The West. The cartridge was released as Journey To The West: Reborn Cartridge PCB. The card contains hardware that allows the game to be played on a standard Supervision console and does not require the Magnum Supervision.

The package included the Journey To The West Cartridge PCB, a natural leather bag and two stickers (scanned from the original cartridge). The package did not contain a cartridge shell (the buyer would have to use a donor card from another game). The game can be found on their [website] for $52.49. A2-Heaven have also released a Multi-Cart ($99.99/$135.00) for the Supervision.

"mobygames.com"

Kabi-Island

Developer Thin Chen Enterprise
Release date 1992
Genre Action

Kabi-Island is a top-down action game that plays like Bomberman. Each stage is filled with blocks and enemies, both of which can be blown up using bombs. Blocks may contain power-ups—such as power boosts, additional bombs, speed shoes, or remote bombs—or one of the gold bars that are needed to complete each stage. The goal of each stage is to collect enough gold bars, which will end the stage immediately. Enemies can be defeated with a single bomb blast, but can also defeat the player just as easily. The game includes five different worlds, each with their own enemy types and setting.

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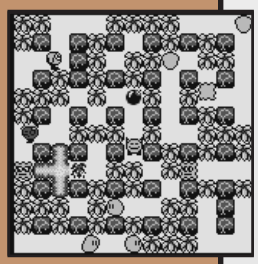

excerpt from the manual:

Kabians have been working hard and thus earned a lot of gold. Nevertheless, some foreigners now plan to take this wealth. You are chosen among elites to protect Kabians from this economic intrusion by collecting gold hidden in the island. Please help to protect Kabians from this economic intrusion.

Scaffolder

Developer Bon Treasure
Release date 1992
Genre Puzzle

Scaffolder is a block puzzle game. Each puzzle consists of a set of blocks, which must be disassembled so that every block lies directly on the floor. The blocks are fragile, and if they fall more than one tile at a time, they will break and the player will fail. The player controls a man who can push and pull these blocks, as well as jump around the stage, who must also be careful not to let himself be crushed by the blocks. There are two different modes: beginner mode features relatively easy puzzles with no time limit, while skilled mode includes harder puzzles that must be completed within a time limit.

"mobygames.com"

Matta Blatta

Developer B.I.T.S.
Release date 1992
Genre Shooter

Matta Blatta is a simple side-scrolling shoot-'em'-up. The player controls a space ship travelling down a long corridor against endless waves of erratically-moving enemies. Each wave consists of a different type of enemy with a different movement and firing pattern. There are two types of power-ups that appear; one will increase the ship's fire-power and movement speed, while the other will grant a temporary shield.

"mobygames.com"

Penguin Hideout

Developer Sachen
Release date 1992
Genre Action

Penguin Hideout, known as Penguin & Seal on some version and also released on the NES, is an arcade action game similar to Pengo. The player controls a penguin who must gather gems while avoiding the seals wandering nearby. Each stage is filled with blocks, most of which can be destroyed, as well as three gems. The goal is to push the blocks to destroy them and crush the seals, while gathering the gems and depositing them in the igloo on the right side of the screen. Contact with either a seal or a kicked block will kill the penguin instantly. When the player successfully deposit all three gems they move on to the next stage.

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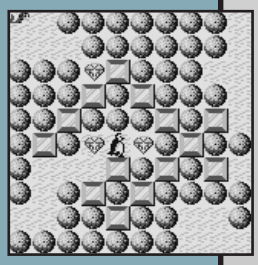
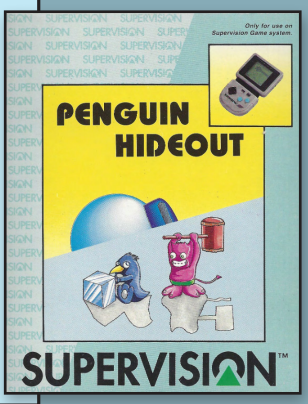
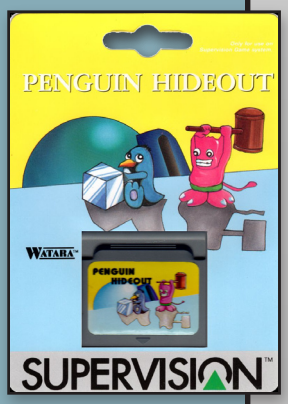






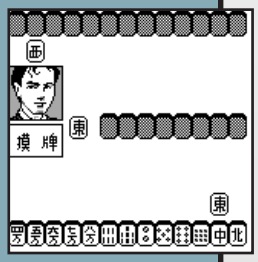
Ma Jong

Developer Bon Treasure
Release date 1992
Genre Board

This is a mahjong game. At the onset, both the player and the opponent will be given thirteen cards and a score of 2,5000. The objective of the game is to constitute a pile of fourteen cards following the Guang Dong Ma Jong (Hong Kong Mahjong) rules.

excerpt from the manual:

MA JONG is a table IQ game. It is a very delightful, stimulating and a well received game. This version of game employs the GUANG DONG MA JONG rules, it needs high IQ and technique, the aim of the game is to win the eight opponents, thus becoming the NEW MA JONG area leader.



Pyramid

Developer Thin Chen Enterprise
Release date 1992
Genre Puzzle

Pyramid is a real-time puzzle game similar to Tetris. Stones of various shapes and sizes fall from the top of the screen, and the player need to move and rotate the stones so they fill complete lines at the bottom of the screen. Should the stones reach the top of the screen the game is over. There are a limited number of bombs that can be used to clear a small section of stones at the bottom. Unlike the square and rectangular shaped pieces found in Tetris, each of the shapes in Pyramid have one or more angles to them making complete lines more difficult to form.

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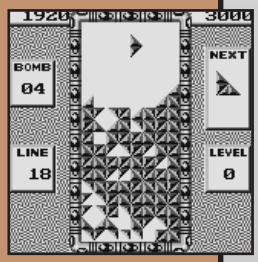

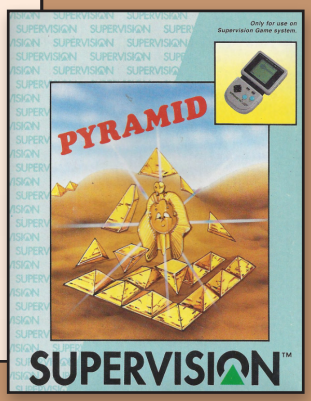

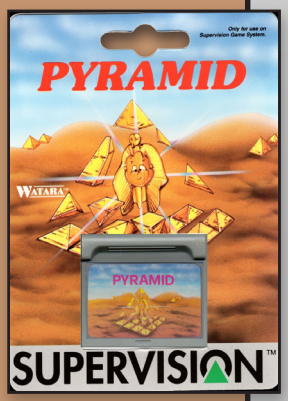

P-52 Sea Battle

Developer Watara
Release date 1992
Genre Sports

P52 Sea Battle is an arcade naval battle game with four types of targets: Destroyer, Torpedo (Submarines), Aircraft (Carrier), and Cruiser. Choosing either a British, American, or USSR sub, the goal is to destroy all the given targets without running out of torpedoes or being sunk. There are four difficulty levels of each mode available, and clearing missions will earn points which can be used to purchase upgrades for the player's sub, including stronger armor and higher torpedo capacity.

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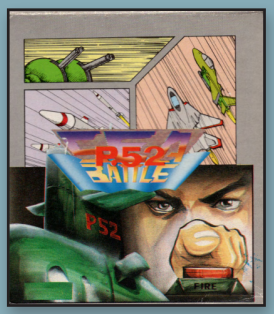
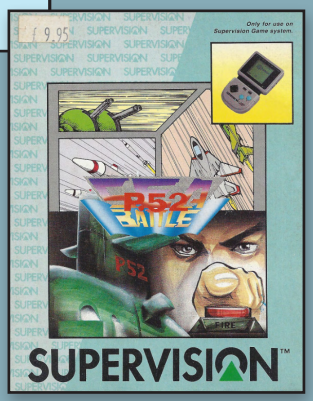
"Several sources online lists two games called "B52 Battle" and "USA Sea Battle". I have not found any documentation on these games and I suspect that these are just mis-named from P-52 Sea Battle."



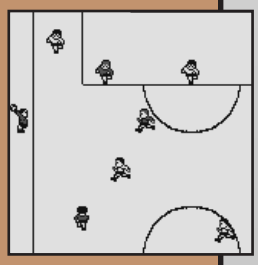


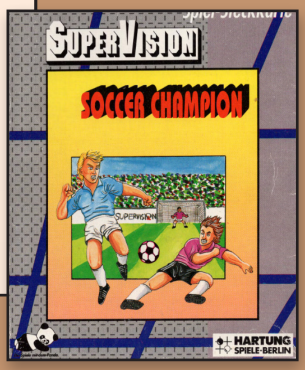
Soccer Champion

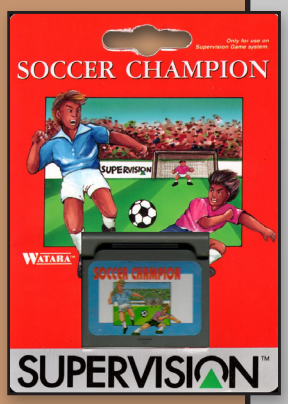
Developer Watara
Release date 1992
Genre Sports

Soccer Champion is an overhead-view soccer game. The player automatically controls the player closest to the ball, or the goalkeeper when he is visible. There are eight national teams to choose from, and two different modes. Exercise mode is a regular exhibition match against the computer, while Champion mode is a tournament where the player must defeat all the other teams in sequence. It is possible to choose between a three-minute, five-minute, and eight-minute game.

"mobygames.com"







Olympic Trials

Developer Divide By Zero, B.I.T.S.
Release date 1992
Genre Sports

Olympic Trials is a track & field sports game for up to four players. The game features six events: Hurdles, Long Jump, Archery, Shot Put, Rowing, and Cycling. It is possible to choose a single event, or to play all six events in order. Success in each game is determined by either quick button mashing, rhythm, or precise timing.

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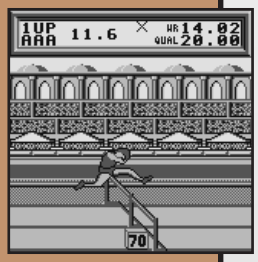

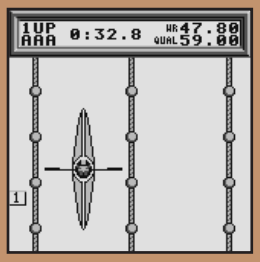

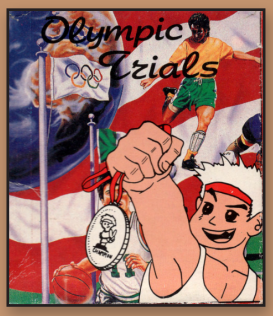

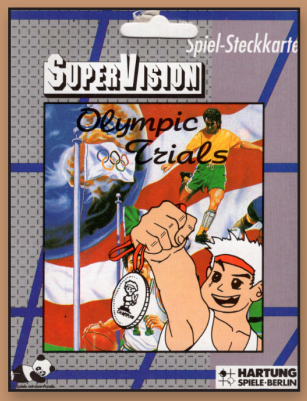

Pacific Battle

Developer Bon Treasure
Release date 1992
Genre Strategy

Pacific Battle is a turn-based naval tactics game. The player controls a fleet of ships and aircraft, including submarines, destroyers, and fighter jets, against a similarly-equipped enemy fleet on a tile-based map. Each unit type has different abilities and attacks; jets for example are quick and capable of long-range attack, but have little armor and are weak to gunfire, while submarines are invisible except to other submarines, and are effective against surface ships. The goal of each map is to destroy the enemy fleet while keeping the player's fleet intact. The game is saved with passwords.

"mobygames.com"

Pacboy & Mouse

Developer Watara
Release date 1992
Genre Action

Pacboy & Mouse in an arcade action game similar to Pengo. The game objective is to save a little girl who is trapped in a maze filled with mice.

The player controls the boy in a maze made up of blocks, which can be kicked to make them slide. The goal is to use the blocks to crush all the mice on the stage, but if the player takes too long more mice will appear. It is also possible to kick the walls, which will stun any mice next to that wall. Touching a mouse directly will cause the player to lose a life. Once all the mice have been killed, the player moves on to the next stage.

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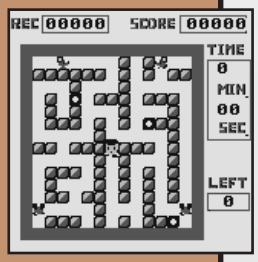
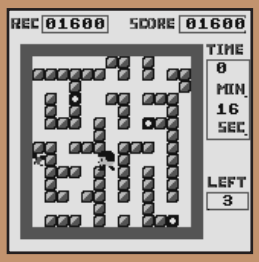
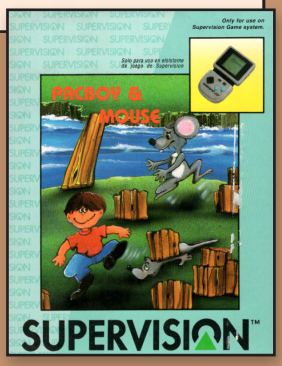




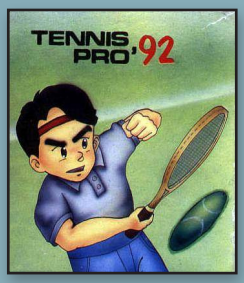


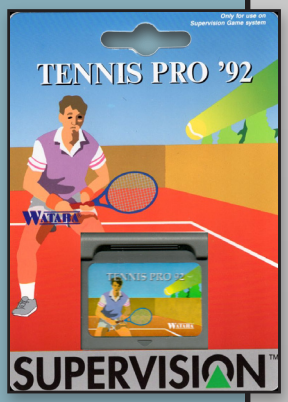
Tennis Pro '92

Developer B.I.T.S.
Release date 1992
Genre Sports

Tennis Pro '92 offers singles play only against a CPU opponent at three different levels of difficulty. The player can serve, swing at the ball, and run freely around the court during play. An animated scoreboard keeps track of game progress.

"mobygames.com"





Recycle Design

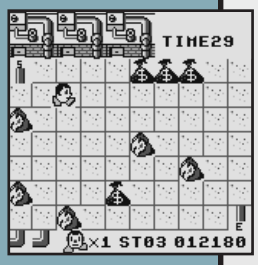
Developer Bon Treasure
Release date 1992
Genre Puzzle

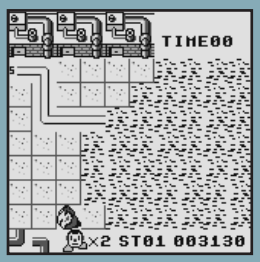
Recycle Design is a clone of the puzzle game Pipe Dream. The player controls a plumber who must connect two ends of a pipe before the water within overflows. The player can place pipe tiles on the screen toward this end, though each piece of pipe costs money which must also be collected on each stage. There are several other differences from Pipe Dream: there are no cross pieces, the only penalty for replacing a piece is the cost of the pipe, two different pipe pieces are held at any time, and there are also rocks which can be pushed around the playfield that will block the path and destroy pipes.

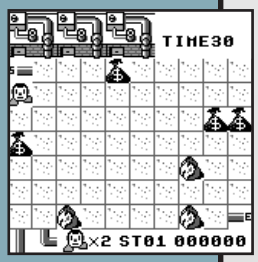
"mobygames.com"

excerpt from the manual:

This is an I.Q. game, the player must connect the source pipe to the sink pipe within the time limit. Otherwise, sewage will flow out from the unconnected pipes and drown the poor little boy.





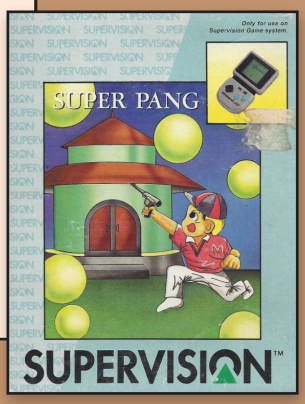


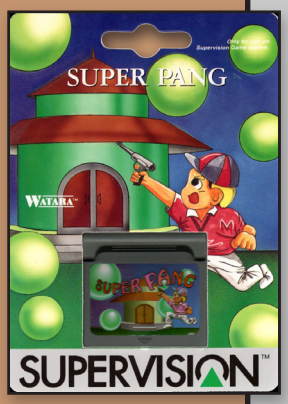
Super Pang

Developer Sachen
Release date 1992
Genre Action

Super Pang is based on the arcade game of the same title. The object of the game is to use a gun to pop balloons that bounce around the screen without getting hit. Similarly to Asteroids, when shot, the balloons will split into two smaller balloons, and only the smallest size will be destroyed when hit. There are several power-ups that will randomly appear to aid the player, including long-lasting shots, quick-fire shots, and scrolls that instantly reduce all balloons on the screen to the smallest size.

"mobygames.com"





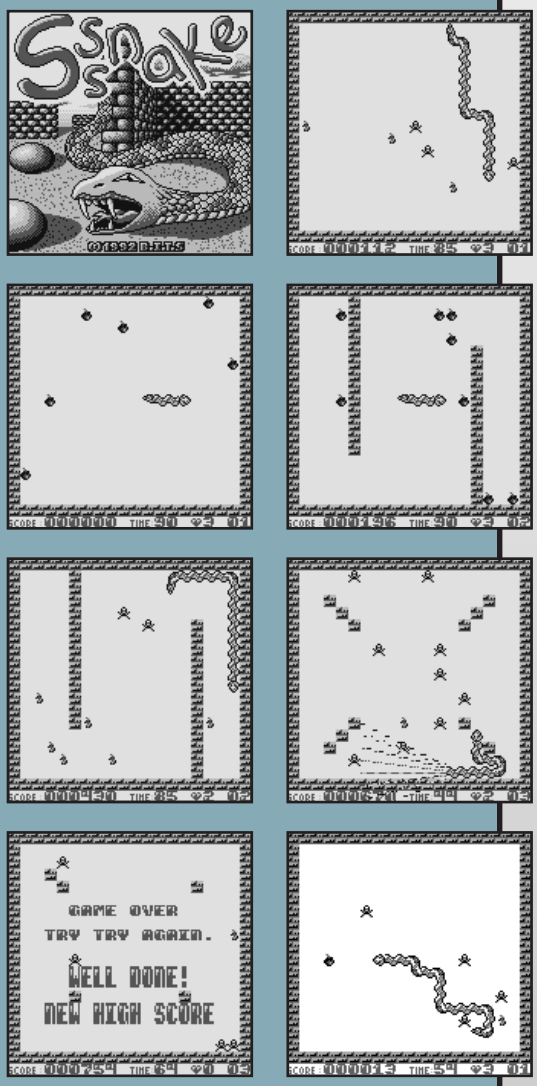
Sssnake

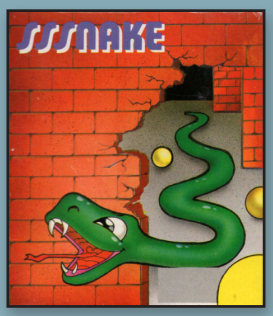
Developer	B.I.T.S.
Release date	1992
Genre	Action

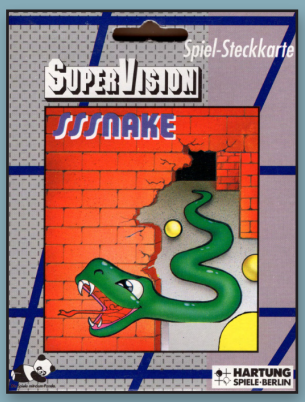
Sssnake is a basic Snake game. The player controls a snake in a small room filled with food and obstacles. The goal is to eat all the food while avoiding the obstacles, but whenever the snake eats a piece of food, it grows longer, making it more difficult to maneuver. The snake moves forward at a constant speed and can be turned in the four cardinal directions. Holding a button will make the snake move faster, making it harder to control, but increasing the potential for a time bonus.

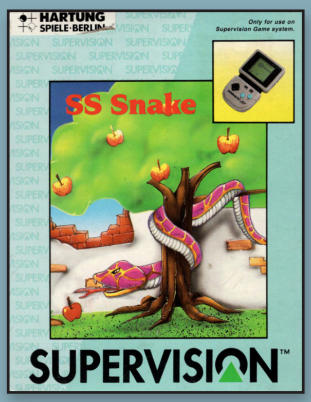
In this particular version, there are a number of apples on each stage. When an apple is eaten, it disappears, and an apple core appears elsewhere on the stage, and when the apple core is eaten, a deadly skull appears somewhere else. The player must eat all of the apples and apple cores in one run; they will all be reset if the snake touches an obstacle. The player will also earn bonus points if all the normal apples are eaten before any apple core is eaten.

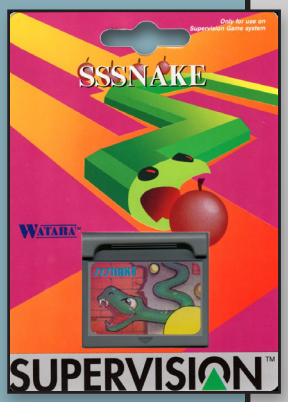
"mobygames.com"











Space Fighter

Developer Bon Treasure
Release date 1992
Genre Shooter

Space Fighter is a action shooter starring a team of three robot soldiers, who must defend their cities from an enemy robot army. Each stage consists of a small scrolling top-down map filled with enemy robots. The player must shoot and destroy a certain number of enemies on each stage in order to move on to the next.

There are three different robots to choose from, each with their own different abilities. HUNT is the quickest, but can only shoot straight forward; DALE is the slowest but has a powerful spread shot; and OWEN has average speed, but can fire in four directions simultaneously. On each stage, there is also a base that can be used to switch robots and refill their energy.

"mobygames.com"

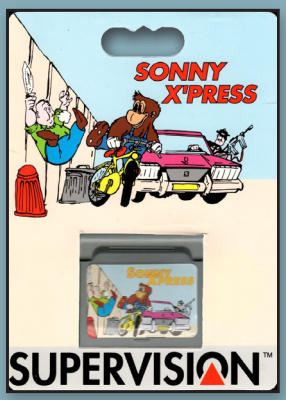
Sonny Xpress

Developer Watara
Release date 1992
Genre Action

Sonny Xpress is a mail-delivery action game starring the titular Sonny, a monkey who rides a moped. Players controls Sonny as he rides around town delivering packages. To do so, they must first go to the post office and pick up a package, then check the map for his destination, and then finally ride there and make the delivery before starting over again. Obstacles include cars, among other things, and one hit will wreck his ride.

Delivering packages earns money, which must be deposited in the bank in order to save it. Money can also be used to refuel the moped and pay traffic fines at the police office. Ignoring traffic signs such as red lights and stop signs will land Sonny with a fine that must be repaid.

"mobygames.com"



Super Block

Developer Bon Treasure
Release date 1992
Genre Puzzle

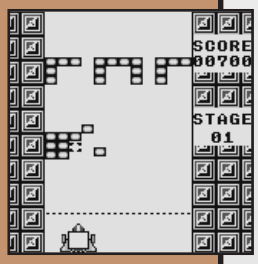
Super Block is a collection of three block puzzle games:

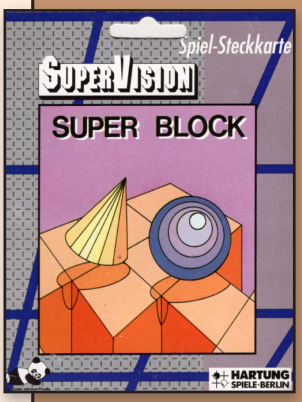
Play Block is a similar to Flipull. The objective is to launch blocks at other blocks with matching patterns to clear them from the field.

Fill Block is a similar to Quarth. Groups of blocks fall from the top of the screen, and the objective is to shoot additional blocks at them to create rectangles, causing the blocks to clear.

Hit Block is a mixture of the two other games. Blocks of varying types fall from the top of the screen, and the player must launch a matching block at it to remove it from play. Launching the wrong type will add it to the stack.

"mobygames.com"



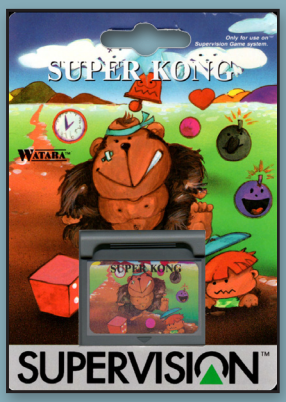


Super Kong

Developer Thin Chen Enterprise
Release date 1992
Genre Action

Super Kong is a action game that plays like a cross between Pooyan and Donkey Kong 3. The titular Super Kong slowly climbs a vine on the left edge of the screen, while the player controls a young child on a vine at the right edge. The object is to throw balls at Kong to knock him down the vine, ultimately knocking him out at the bottom. However, many obstructions fall from the top of the screen, and Kong himself can throw a large projectile that can knock the child out, losing a life. There are a handful of power-ups to assist the player, and it is also possible to jump off the vine to avoid Kong's attacks. The game includes three stages of increasing difficulty.

"mobygames.com"

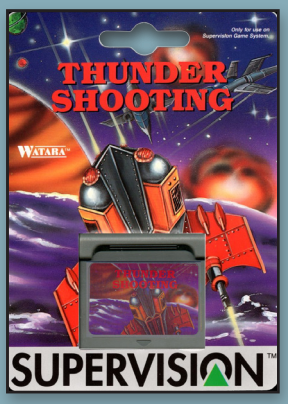


Thunder Shooting

Developer Thin Chen Enterprise
Release date 1992
Genre Action

Thunder Shooting is a side-scrolling space shooter. The player controls an advanced starfighter, blasting through waves of enemy ships and asteroids. Numerous power-ups appear throughout each stage, which will upgrade or change the player's weaponry, or alter the behaviour of the ship's options. At the end of each stage, there is a boss that must be destroyed. It is possible to choose from any of the four stages in order.

"mobygames.com"

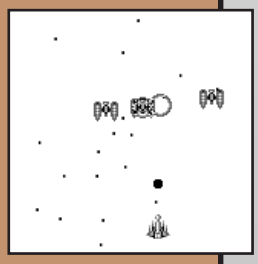


Tasac 2010

Developer Thin Chen Enterprise
Release date 1992
Genre Shooter

Tasac 2010 is a vertically-scrolling space shoot-'em-up game. The player controls a high-powered space fighter through ten stages, which each consist of several waves of smaller enemies followed by a large boss that must be destroyed. There are several power-ups to increase the ship's power, but one hit will destroy it causing all upgrades to be lost. There are two different shot types, and ten stages in total.

"mobygames.com"



Untouchable

Developer Bon Treasure
Release date 1992
Genre Shooter

Untouchable is a bizarre side-scrolling shooter starring a young man who flies with with an autogyro backpack. Each stage sees the player fighting through waves of strange enemies, such as flying sea creatures or household objects, culminating in a boss fight at the end. Every so often, another man flies past, and reaching him allows the player to choose from one of six different power-ups, which change each time the man appears. Different shot power-ups are available including double and triple shots, as well as health refills and additional bombs.

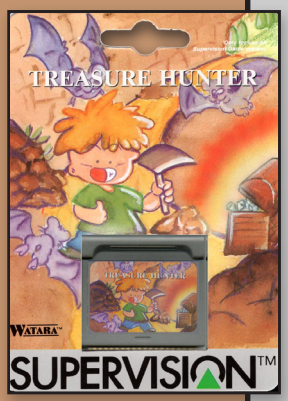
"mobygames.com"

Treasure Hunter

Developer Bon Treasure
Release date 1992
Genre Action

Treasure Hunter is a basic Boulder Dash clone. The player controls an explorer who digs through an underground cave in search of treasure. Each stage contains a number of boulders and treasures. Boulders will fall downward if there is nothing supporting them, and the player must be careful not to get crushed or trapped. The goal is to collect a certain number of treasures, which will open the gate to the next stage. There is also a strict time limit.

"mobygames.com"

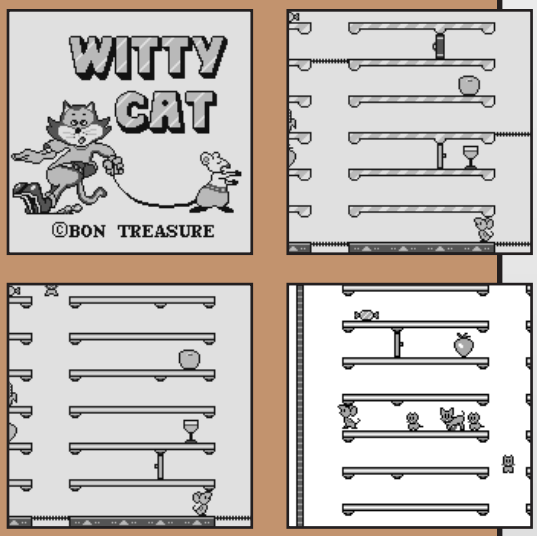


Witty Cat

Developer Bon Treasure
Release date 1992
Genre Action-platformer

Witty Cat is a clone of the 1984 Namco coin-op Mappy. The game stars a mouse in a house full of cats, who must steal all the food in the house without getting caught. The house is divided into floors, which can be reached by using trampolines set up in vertical passages. Both the cats and the mouse can use the trampolines to move around, though the cats are only dangerous when the mouse is on solid ground. If the mouse is able to collect all the food, the stage is cleared and the player moves on to the next area.

"mobygames.com"



excerpt from the manual:

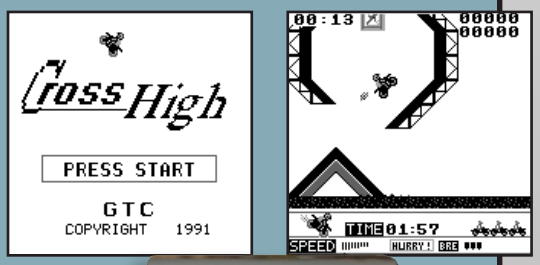
Morry is a poor mouse. His parents died when he was young. Thus, he has to search food for living. However, the place where food can be found is full of traps, blocks and guards (Witty Cats). Let's see whether you can save Morry's life.

Cross High

Developer GTC
Release date 1991
Genre Racing

Cross High was released together with Block Buster on a 2-in-1 compilation cartridge. The game is a motocross racing game. It's gameplay and looks are similar to the NES game, Excitebike.

It is unknown if the game ever received a standalone release. Some pictures of the cartridge have been posted online, but these may have been doctored.



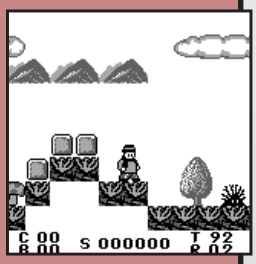
4-in-1
Hash Block / Jacky Lucky / Challenger Tank / Brain Power

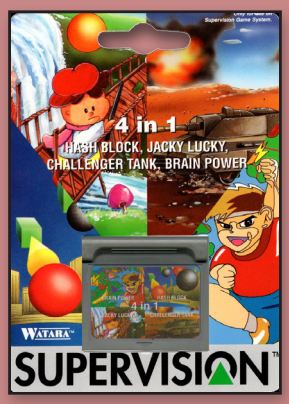
Developer	Bon Treasure
Release date	1992
Genre	Compilation

This multicart contains full versions of four Supervision games: Hash Block, Jacky Lucky, Challenger Tank, Brain Power. Jacky Lucky was only available as part of this four game compilation cartridge.

Jacky Lucky is a side-scrolling platformer starring a man who carries a big stick. The player controls this man as he makes his way through each stage filled with enemies, most of which can be defeated with the stick but will also defeat the hero in a single hit, as well as destructible blocks that contain various items, including limited amounts of projectiles that can be thrown at enemies. At the end of each stage is a boss that must be defeated. There is also a bonus game between stages where the player can trade any coins they found for extra lives.

"mobygames.com"

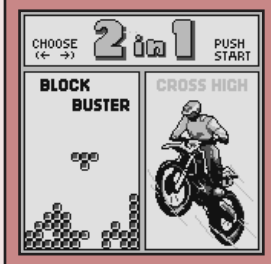


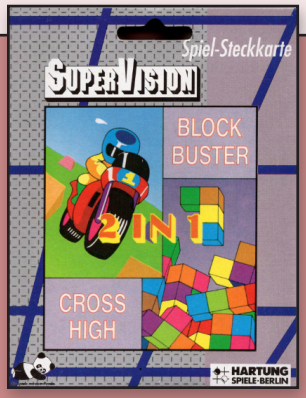


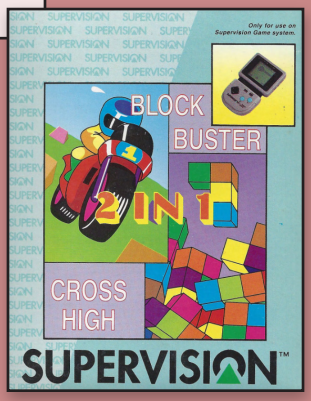
2-in-1
Block Buster / Cross High

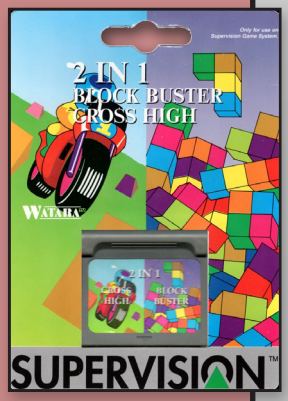
Developer	Watara
Release date	1992
Genre	Compilation

This cartridge consists of two games. Block Buster and Cross High. Block Buster have a simplified menu screen compared to the stand-alone release.









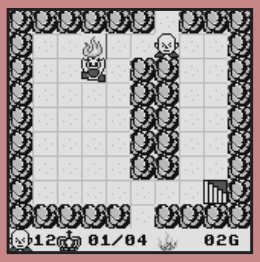
4-in-1

Jaguar Bomber / Earth Defender / Cave Wonders / Soccer Champion

Developer Bon Treasure
Release date 1992
Genre Action

This multicart contains full versions of four Supervision games: Jaguar Bomber, Earth Defender, Cave Wonders and Soccer Champion. Cave Wonders was only available as part of this four game compilation cartridge.

Cave Wonders is a roguelike set in a cave. The player must explore a randomly-generated labyrinth in search of treasures, moving from screen to screen or by using teleporters. There are many enemies in the cave, which must be either fought or avoided, as well as treasure chests that contain useful items such as fire to destroy enemies, a small plane to move elsewhere in the room, and hearts to refill the player's health. There are four different caves to choose from, each with multiple difficulty levels; increasing the difficulty will increase the complexity of the generated cave, as well as the number of treasures that must be collected before the exit will appear.

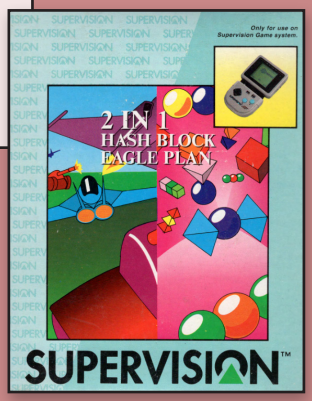


2-in-1

Hash Block / Eagle Plan

Developer Bon Treasure
Release date 1992
Genre Compilation

This multicart includes two games: Hash Blocks and Eagle Plan. This version of Hash Blocks lacks most of the game options from the standalone release, while Eagle Plan is missing the animated cinematics.



Assembloids

Developer	PriorArt
Publisher	poly.play
Release date	December 15, 2019
Genre	Shooter

Assembloids is the first homebrew game released for the Supervision system. It was released in late 2019 and came on a cartridge with a limited release of 60 packages. The programming was made by Martin Wendt, Graphics by Oliver Lindau and Music by Kamil Wolnikowski.

Assembloids is a fast paced reaction puzzler based on the 2010 game Quartet. The playfield consists of five windows, arranged in a plus shape. Parts of creatures appear in the central one, and then have to be moved to one of the four other windows using the controller. If a window already has the space of that part occupied the player will lose a life. A life is also lost if the player takes too long to move the part. When a full creature is assembled the player is awarded points. The more uniformly "coloured" the creature is the higher the point gain. If the player manages to clear all the windows a extra life is awarded.

The game gets faster as it goes on, losing a life will slow it down a bit, but upon doing well again it goes back to getting faster pretty quick. There are a number of difficulty settings available, which have an impact on how fast the game gets and how quickly the speed picks up.

The game came with several physical items and included: The cartridge, numbered certificate with autographs of the developers, a cardboard box, printed manual (in English), a poster, and multiple stickers.

"mobygames.com"

Unreleased Supervision Games

Several games featured in Supervision advertising seems to have been cancelled as no actual game cartridges seem to have surfaced. The pictures from the advert may have been mock-ups and it is unknown on how far development on these games came before cancellation.

Some of these games may still have been released though, and may suddenly resurface one day.

These two pages feature the unreleased games.

Happy Flappy

The game was advertised but never surfaced.

from the Watary Italia - Supervision catalog:

Help Mr. Flappy move around the Black Stone. Easy enough. Wait... too late...

Devil Paradise

The game was advertised but never surfaced.

from the Watary Italia - Supervision catalog:

Unknown to you, aliens have lay eggs on planet earth 20,000 years ago and now they are hatching one by one. You must destroy them before they multiply.

Marpol Brother

Marpol Brother was featured in Supervision advertising, but no actual game cartridges seem to have surfaced yet.

B52 Battle / USA Sea Battle

These two games are listed on some sources online as released games, but they are likely mis-named from the game P-52 Sea Battle.

The Kung-Fu Fighter

The game was advertised but never surfaced.

from the Watary Italia - Supervision catalog:

You have returned home after years of absence to find your village is terrorized by hoodlums. You must fight to restore peace but your opponents are martial arts masters.

Jade Legend

The game was advertised but never surfaced.

from the Watary Italia - Supervision catalog:

Inheritance, evil gangs, desolate village and a young brave hero sets the stage for one of the most famous legends in China - the "Jade Legend". You are the young brave hero, get set and live the legend.

Wonder Fish

The game was advertised but never surfaced.

from the Watary Italia - Supervision catalog:

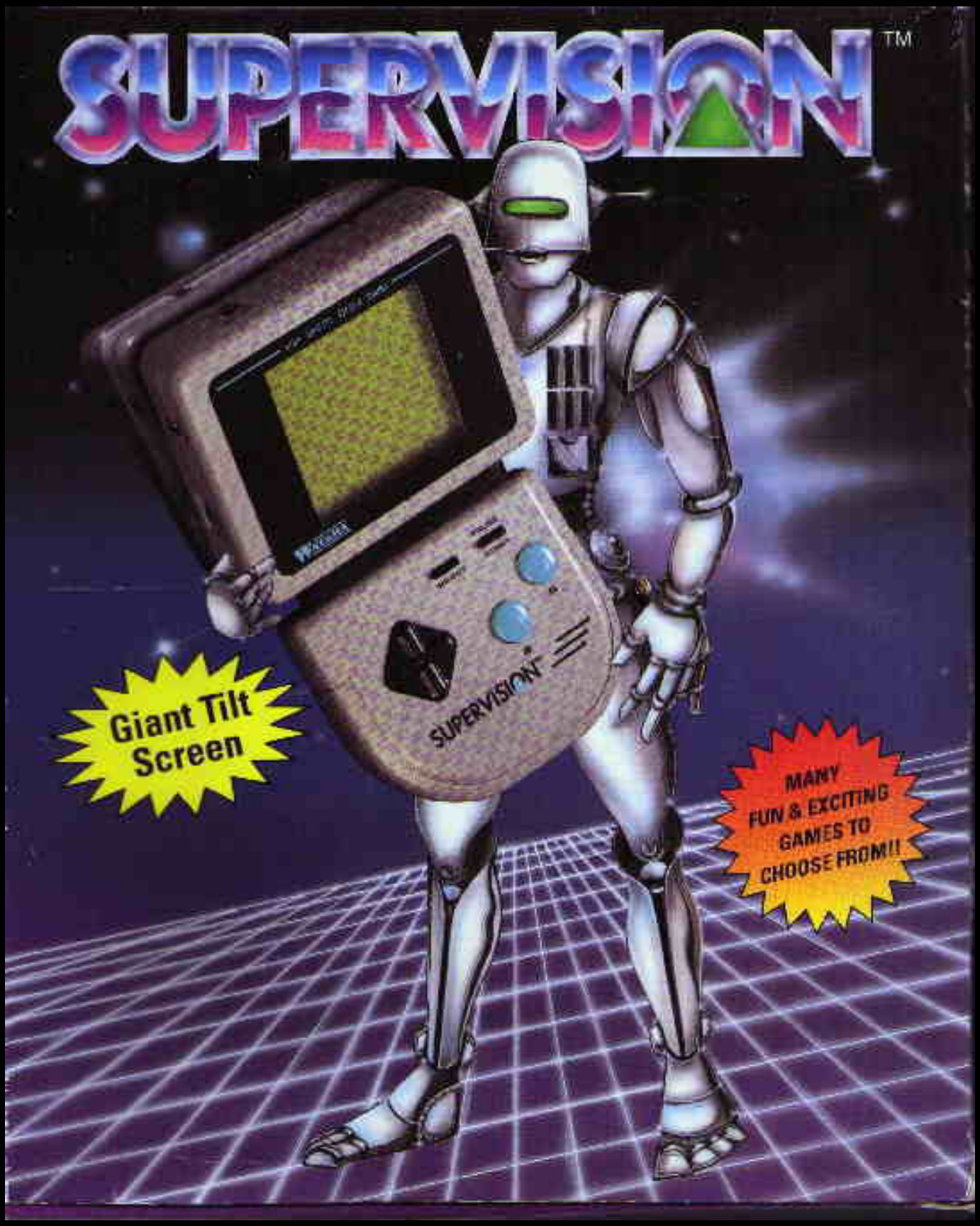
In the cycle of the food chain, the big fish eats the small fish or is it? Hide, eat and survive. That's the name of the game.

Combat

The game was advertised but never surfaced.

from the Watary Italia - Supervision catalog:

A united group of 5 nations. Their goal: Rule by force. You are by yourself and armed with only a submachine-gun. Can you do it?


SUPERVISION™
SUPERVISION
Giant Tilt Screen
MANY FUN & EXCITING GAMES TO CHOOSE FROM!!

The different versions of the Supervision

To keep their costs down, Watara farmed out the international marketing and distribution to third parties leading to several different variations of the console. They can be summarized in three different ways with variations in the shape of the buttons, covers and other small details:

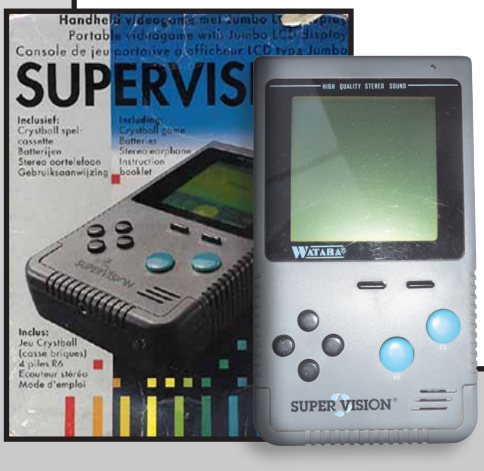
• The initial model (GB-2000) have a very similar appearance to the Gameboy console.

• The tilting screen model (9205). Some versions have support clips on the back.

• The third model (9600), more commonly referred to as Magnum after its brand name, uses the layout of the first version, but with more rounded shapes, and a more comfortable D-Pad and a wavy shape at the bottom. It also is the slimmest, most compact model. It lacks the two player link port, and is incompatible with the TV-Link as well. However it is the only model of the Supervision that can play the game Journey to the West.

Watara Supervision

Model GB-2000
Released in the U.S,
Canada, Spain and Italy.



Watara Industries Ltd. was the main manufacturer of Supervision. Their version were distributed in many countries of the world, and therefore came with many different boxes. Almost all versions came with the Crystalball game, but there was at least one release by Watara that came with Classic Casino instead. The Watara Supervision was distributed by Goldnation (who later became InTime International) in some countries, including USA and Canada.

The GB-2000 models had no bendable mid-section and was designed with a similar design to the GameBoy.

Model 9205

Model 9205 was by far the most widely model of Supervision. This model has the bendable mid-section and some came with support clips so that when the screen was tilted it could stand by itself. Slight changes were made in the appearances when it was made by different manufactures around the world.

"consoledatabase.com"

Quickshot Supervision

Model QS-800
Released in the U.K.

The QuickShot version have the console body split into two parts enabling the screen to be tilted in relation to the control section.

Quickshot's Supervision was heavily featured for a time on ITV's gaming show Bad Influence! Presenter Violet Berlin could be seen playing a Supervision in many of the show's publicity photos.

Audio Sonic Supervision

Audio Sonic released two models;
the GB-2002 and the GB-1000.
Released in Italy and France
and in some other European countries.

Magnum Supervision

Model 9600
Released in Europe and U.S.A.

The Magnum Supervision was released by Magnum International. It was one of the later releases of the Supervision. It has no bendable midsection, have no communication port and is smaller. It also came in three different color casings: Grey, Yellow and Green.

Travell Mate Supervision

The Travell Mate version had no brand name on the front of the console. It only says Supervision.

Videojet Supervision

Model 9600
Released in France.

The Videojet Supervision looks exactly like the Magnum Supervision but only the name varies.

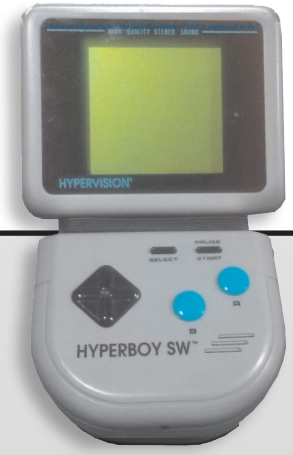
Vini Supervision

Model 9205
Released in Denmark.

This was distributed by Vini Spil ("Vini Games"). There are two models known: one is the non-bendable (GB-2000) and the other is a bendable version (model 9205).

Sherion Supervision

Hyperboy SW Hypervision



Hartung Supervision

Model SV-100
Released in Germany and Nederlands.

The Hartung Supervision is the same as a 9205 model, but has it changed because of the Hartung manufacturer.

泰可BOY

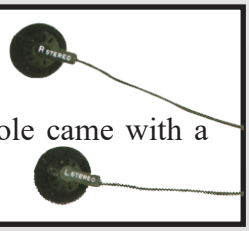
Model 9205
Released in Hong Kong and China.

The Tai-Kerr Boy (泰可BOY ("Tiger Boy")). was made by Tai-Kerr Trading co. for release in China and Hong Kong. Although it is a Supervision model, the console does not have the word "Supervision" on it.

Accessories

These pages consists of some of the Supervision accessories, but the system did not receive a lot of them.

Headphones



Each Supervision console came with a set of earphones.

Carrying Case:

The official Supervision carrying case holds the console with room for a few accessories and games.

DC Car Adapter

The DC car adaptor can be plugged into the car's cigarette lighter port when playing in a car.
Strangely, the Supervision apparently never received an AC adaptor for wall power sockets.

Supervision TV-Link

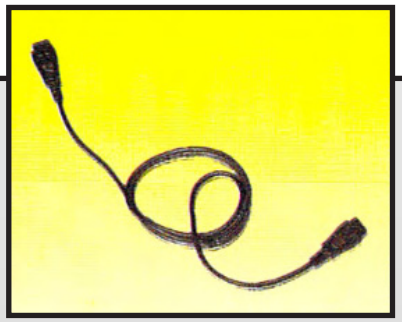
This device would connect the Supervision console to a TV. The four shades of gray displayed on the console screen would be converted to four different colors through the TV-Link.

To use it, players would plug the TV-Link cartridge into the console. The cartridge has a cable coming out of it which plugs into the special TV-Link unit. From the unit runs another cable that attaches to the television. The game cartridge would then be placed into the TV-Link unit.

"consoledatabase.com"

Link Cable:

An official Supervision 2-player link cabel was advertised, but it is uncertain if it was ever released for the system. The Supervision never received a 2-player link-up game in the original commercial lifespan.

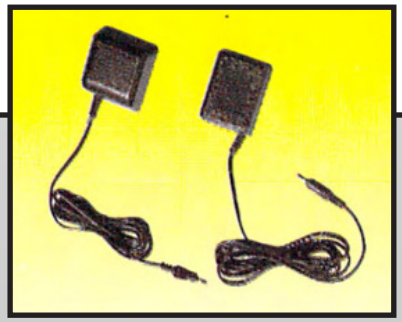


Waist Bag:

An official Supervision waist bag was advertised, and probably released for the system.

AC Power Adaptor:

An official Supervision power adaptor was advertised, but it is uncertain if it was ever released for the system.



Checklist For Commercial Released Supervision Games

These pages includes a checklist for the Supervision games.
This is a very incomplete list. The games had several different variations of packages when released, and this isn't nearly every variation. Empty spaces on the lists are included if you are a collector and want to include different variations as they resurface (which they are bound to do).

Name	Box Type	C	I	B	pg.
2-in-1 Block Buster / Cross High	Clamshell *(2160)*				96
2-in-1 Block Buster / Cross High	Blue Box				96
2-in-1 Block Buster / Cross High	Grey Box *(SV 100/33)*				96
2-in-1 Hash Block / Eagle Plan	Clamshell *(2159)*				97
2-in-1 Hash Block / Eagle Plan	Blue Box				97
4-in-1 Hash Block / Jacky Lucky / Challenger Tank / Brain Power	Clamshell *(2169)*				96
4-in-1 Jaguar Bomber / Earth Defender / Cave Wonders / Soccer Champion	Blue Box				97
Alien	Clamshell *(2109)*				62
Alien	Clamshell v.2				62
Alien	Blue Box				62
Alien	Grey Box *(SV 100/10)*				62
Balloon Fight	Clamshell *(2147)*				63
Balloon Fight	Blue Box				63
Block Buster	Clamshell *(2104)*				68
Block Buster	Grey Box *(SV 100/01)*				68
Brain Power	Clamshell *(2132)*				65
Brain Power	Blue Box				65
Brain Power	Grey Box *(SV 100/23)*				65
Bubble World	Clamshell *(2162)*				63
Carrier	Clamshell *(2107)*				67
Carrier	Blue Box				67
Carrier	Grey Box *(SV 100/04)*				67
Challenger Tank	Clamshell *(2115)*				70
Challenger Tank	Blue Box				70
Challenger Tank	Grey Box *(SV 100/13)*				70
Chimera	Clamshell *(2118)*				71
Chimera	Blue Box				71
Chimera	Grey Box *(SV 100/16)*				71
Chinese Checkers	Clamshell *(2130)*				66
Chinese Checkers	Blue Box				66
Classic Casino	Clamshell *(2200)*				62
Classic Casino	Box w/ system				62
Climber	Clamshell *(2164)*				64
Cross High	*unknown*				95
Crystball	Small Box				66
Crystball	Box w/ system				66
Crystball	Box w/ system				66
Crystball	Box w/ system				66
Dancing Block	Clamshell *(2140)*				69
Dancing Block	Grey Box *(SV 100/30)*				69

Name	Box Type	C	I	B	pg.
Delta Hero	Clamshell *(2135)*				67
Dream World	Clamshell *(2137)*				68
Eagle Plan	Clamshell *(2108)*				72
Eagle Plan	Blue Box				72
Eagle Plan	Grey Box *(SV 100/05)*				72
Earth Defender	Clamshell *(2134)*				73
Earth Defender	Blue Box				73
Fatal Craft	Clamshell *(2136)*				73
Fatal Craft	Blue Box				73
Final Combat	Clamshell *(2141)*				74
Galactic Crusader	Clamshell *(2129)*				72
Galactic Crusader	Blue Box				72
Galaxy Fighter	*unknown (Blue Box?)*				75
Grand Prix	Clamshell *(2122)*				70
Grand Prix	Blue Box				70
Happy Pairs	Clamshell *(2142)*				74
Happy Pairs	Blue Box				74
Happy Race	Clamshell *(2127)*				76
Happy Race	Blue Box				76
Hash Blocks	Clamshell *(2101)*				77
Hash Blocks	Grey Box *(SV 100/02)*				77
Hash Blocks	Small Box				77
Hero Hawk	Clamshell *(2190)*				78
Hero Kid	Clamshell *(2111)*				79
Hero Kid	Blue Box				79
Hero Kid	Grey Box *(SV 100/11)*				79
Honey Bee	Clamshell *(2121)*				80
Honey Bee	Blue Box				80
Honey Bee	Grey Box *(SV 100/18)*				80
Jaguar Bomber	Clamshell *(2123)*				81
Jaguar Bomber	Blue Box				81
John Adventure	Clamshell *(2143)*				75
Journey to the West	*unknown*				82
Juggler	Clamshell *(2163)*				77
Kabi Island	Clamshell *(2177)*				83
Kitchen War	Clamshell *(2170)*				81
Kitchen War	Blue Box				81
Kung-Fu Street	Clamshell *(2188)*				76
Linear Racing	Clamshell *(2112)*				69
Linear Racing	Blue Box				69
Linear Racing	Grey Box *(SV 100/07)*				69
Linear Racing	Small Box				69
Magincross	Clamshell *(2154)*				64
Magincross	Blue Box				64
Majong	Clamshell *(2116)*				85
Matta Blatta	Clamshell *(2125)*				84
Matta Blatta	Blue Box				84
Matta Blatta	Grey Box *(SV 100/20)*				84
Olympic Trials	Clamshell *(2124)*				87

Name	Box Type	C	I	B	pg.
Olympic Trials	Blue Box				87
Olympic Trials	Grey Box *(SV 100/19)*				87
Olympic Trials	Small Box				87
P-52 Sea Battle	Clamshell *(2106)*				86
P-52 Sea Battle	Blue Box				86
P-52 Sea Battle	Grey Box				86
Pacboy & Mouse	Clamshell *(2110)*				88
Pacboy & Mouse	Clamshell *(2110)*				88
Pacboy & Mouse	Blue Box				88
Pacboy & Mouse	Grey Box *(SV 100/08)*				88
Pacboy & Mouse	Small Box				88
Pacific Battle	Clamshell *(2133)*				87
Penguin Hideout	Clamshell *(2144)*				84
Penguin Hideout	Grey Box				84
Police Bust	Clamshell *(2119)*				78
Popo Team	Clamshell *(2148)*				80
Popo Team	Blue Box				80
Pyramid	Clamshell *(2150)*				85
Pyramid	Blue Box				85
Recycle Design	Clamshell *(2138)*				89
Recycle Design	Blue Box				89
Scaffolder	Clamshell *(2174)*				83
Soccer Champion	Clamshell *(2161)*				86
Soccer Champion	Grey Box *(SV 100/34)*				86
Sonny X'Press	Clamshell v.2 *(0552045)*				91
Space Fighter	Clamshell *(2120)*				91
Space Fighter	Blue Box				91
Sssnake	Clamshell *(2114)*				90
Sssnake	Blue Box				90
Sssnake	Grey Box *(SV 100/22)*				90
Sssnake	Small Box				90
Super Block	Clamshell *(2131)*				92
Super Block	Grey Box				92
Super Kong	Clamshell *(2149)*				92
Super Pang	Clamshell *(2128)*				89
Super Pang	Blue Box				89
Tasac 2010	Clamshell *(2126)*				93
Tasac 2010	Blue Box				93
Tasac 2010	Grey Box *(SV 100/26)*				93
Tennis Pro '92	Clamshell *(2117)*				88
Tennis Pro '92	Small Box				88
Thunder Shooting	Clamshell *(2178)*				93
Treasure Hunter	Clamshell *(2165)*				94
Treasure Hunter	Clamshell v.2 *(0552039)*				94
Untouchable	Clamshell *(2171)*				94
Witty Cat	Clamshell *(2166)*				95
Witty Cat	Clamshell *(2166)*				95
Witty Cat	Blue Box				95
Assembloids	*Homebrew*				98

This page has been intentionally left blank.

Name	**Box Type**	**C**	**I**	**B**

R-ZONE

The R-Zone was a heavily marketed, cartridge based LCD handheld that ultimately flopped. It marked Tiger's first attempt at a handheld game system.

Not a lot of information are found online.
One of the few sites that have a some information is;

videogamekraken.com

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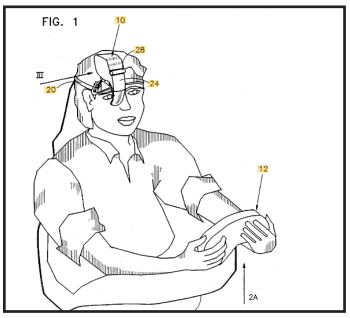
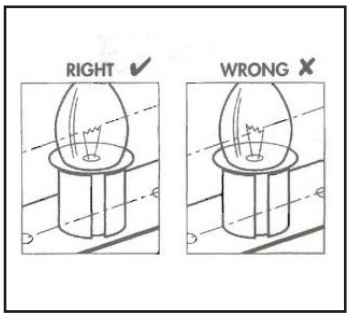
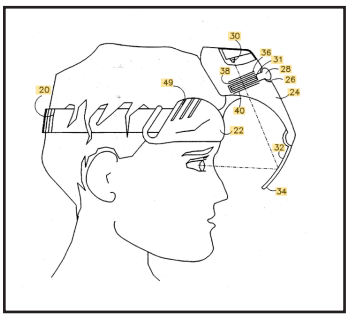
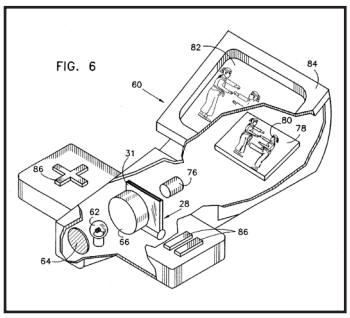
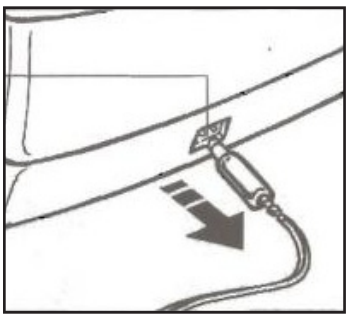
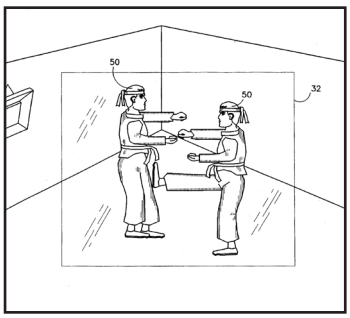












R-Zone

The R-Zone is a portable game console (originally head-worn, later handheld) developed and manufactured by Tiger Electronics.

TIGER ELECTRONICS, LTD. Tiger Electronics had a very successful line-up of standalone LCD games. Over the years, Tigers managed to secure licences of various games such as Megaman, Castlevania, Double Dragon, etc.. The success of their LCD games was due to the combination of two factors. First the low price point was making these games very attractive. While the Tiger LCD consoles were sold for $20, one had to pay at least $30 for a handheld games cartridge plus the price of the console itself. But the main selling point was the effectiveness of the gameplay. The games were simple and yet addictive. These two factors made them easily marketable for a younger audience.

Although Tiger was able to dominate its own market space, the customers were slowly moving away of these type of handheld. To continue its dominance, Tiger had to come up with an alternative. The idea to create an LCD handheld with interchangeable cartridge was a win-win solution. Not only would they be able to appeal to this market segment but they could reduce the cost of their games even further.

While Nintendo were working on their Virtual Boy, Tiger may have gotten the idea to market its newest console as a Virtual Reality handheld. To achieve such claim, they decided to project the game on a glass using a mirror and use the color red (which was incidently the same color used by the Virtual Boy).

During that period, Tiger acquired the Texas Instruments toy division and agreed to manufacture and market electronic toys for Hasbro and Sega. The deal with Sega would also translate to more Sega licences being released on their future console.

The R-Zone was shown at the American International Toy Fair in February 1995.

The R-Zone used a “head gear” that straps on a users head. It has an adjustable eye-piece made of polycarbonate in which the screen gameplay would be displayed. The Headgear is composed of a cartridge slot and a speaker. The multi-button controller was attached to the head piece.

The R-Zone game cartridges are transparent in the center. This allow light to pass through and reflect off a specialized mirror to the players eyes. The LCD in each cartridge operates identically to Tiger’s earlier handheld LCD game units. All of the graphics were predrawn and permanently set into the LCD itself. Different portions of the display are darkened/activated at different times to provide animation.

The HeadGear version

With the holiday approaching, Tiger launched an aggressive advertisement campaign that could be seen as borderline misleading. The R-Zone was advertised as a Virtual Reality console and customers were lead to believe that the systems were capable of producing 3D images. With next to no hands on review available, the system did fairly well for the first Christmas. The story changed drastically after the holiday once the children had the opportunity to try the device for the first time. Not only did the customers realized that there was no Virtual Reality nor 3D images involved, but the HeadGear was causing headache, dizziness and sore eyes in addition to being rather uncomfortable and awkward to use.

Tiger reacted quickly and created a new version of its handheld called the R-Zone Super Screen in 1996. The new version introduced an additional feature called the "Super Screen" which was basically an overlay that would give a color background to the games. The R-Zone also removed the mirror which removes the constraint of looking at the device at a specific angle. Although the R-Zone Super Screen was seen by many as a major improvement over the HeadGear model, the device could still be seen as very bulky and didn't generate a lot of attention. For a while, the two models were sold together and cartridges were available with a "bonus" super screen background.

Tiger came up with a last version in 1997. The X.P.G. (Xtreme Pocket Game) projects the game directly in a mirror which make it portable and more comfortable. The new approach would mean that Tiger had to drop the support of the Super Screen background. The X.P.G could be said to have come too late in the life of the device as Tiger decided to completely abandon the R-Zone development altogether.

Although it was not planned as a replacement for any model, there's also a fourth model called the DataZone which is in fact a PDA that has the ability to play R-Zone cartridges.

The R-Zone ended up being largely unsuccessful and would only be manufactured for a short period, before being discontinued in 1997.

"videogamekraken.com"

The Super Screen version

At the time of its release, David Jones of the Chicago Tribune called the R-Zone *"a waste of time and money"* and wrote that its screen *"is hard to see and the controls are very awkward. That's not all – if you keep the head band on for, say, five minutes, you'll have two deep lines on your fore-head and a headache"*. Jones noted the failure of the R-Zone's extra head-band padding – which was designed to prevent pain – and concluded, *"The R-Zone should be dumped into the trash can where it belongs"*. Electronic Gaming Monthly remarked that while the display takes time to get used to and is not *"even in the same league as the Virtual Boy's immersive experience,"* the R-Zone is much less expensive and, unlike the Virtual Boy, is functionally portable.

In 2008, Mikel Reparaz of GamesRadar+ included the R-Zone on a list of the 10 worst game consoles released up to that time. Reparaz considered the R-Zone to be a poor version of Nintendo's Virtual Boy and stated that it was essentially *"just a gimmicky version of the same awful, clicky-beepy LCD games that Tiger had been dumping on the market since the '80s."*

In 2016, Motherboard called the R-Zone, *"Perhaps the most infamous product ever associated with Tiger"*, stating that the console's games *"were glorified versions"* of Tiger's LCD games. Motherboard stated that the R-Zone was similar to the Virtual Boy in some ways, but considered the R-Zone to be *"much, much worse"*.

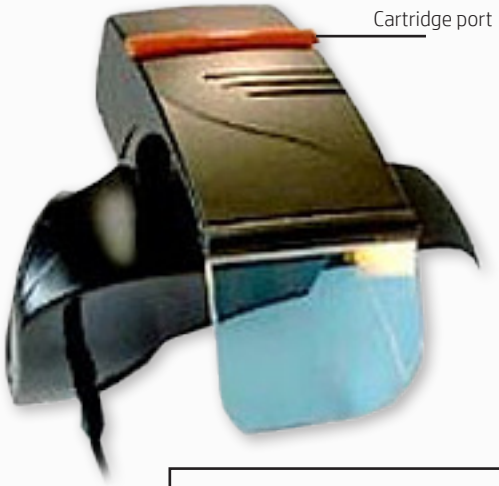
R-Zone Headgear

The R-Zone Headgear was released in late 1995 and is largely different from later units in that the game cartridge is inserted into a device that is strapped onto the user's head. The user flips down a transparent lens that was designed to reflect the game images into the user's right eye. The head unit holds the game being played and is connected to a controller with a cable approximately 2.5 feet (0.76 m) long. The controller requires 4 AAA batteries and sports a cartridge storage slot (for keeping an additional game protected and available), volume adjustment dial, and brightness adjustment dial. The console was priced $29.99 at launch and included a pack-in game.

Technical specifications

Model: 71-212

- Sound: Single mono speaker.
- Power requirements: 4 "AAA" size batteries
- Screen: Polycarbonate Screen
- Color: 2 (Red & Black)



The bottom side of the console shows two ports (one on the left side, the other on the right). Each port is accessible with a screwdriver and holds the batteries.

The R-Zone has ten face buttons. The buttons on the right are labeled "A", "B", "C", and "D". The functions of these face buttons vary from game to game but typically the buttons correspond to a four-direction attack scheme (where the "C" button attacks to the left, the "D" button attacks up, the "B" button attacks right, and the "A" button attacks down or does nothing at all. The buttons on the bottom are labeled "ON", "START", "SELECT", "SOUND", "PAUSE", and "OFF". The functions of these face buttons are universal and do not vary from game-to-game. The "ON" button simply turns on the console but is largely un-used as inserting a game cartridge automatically turns the unit on. The "START" button is required to begin all games. The "SOUND" button toggles the audio on and off. The "PAUSE" button allows for any game to be paused. The "OFF" button turns the console off.

The R-Zone also features a directional pad, allowing four directions of movement in its games.

From the manual:

You have purchased a state of the art optical instrument. Treat it gently for long playing hours. Treat your Visor with special care.

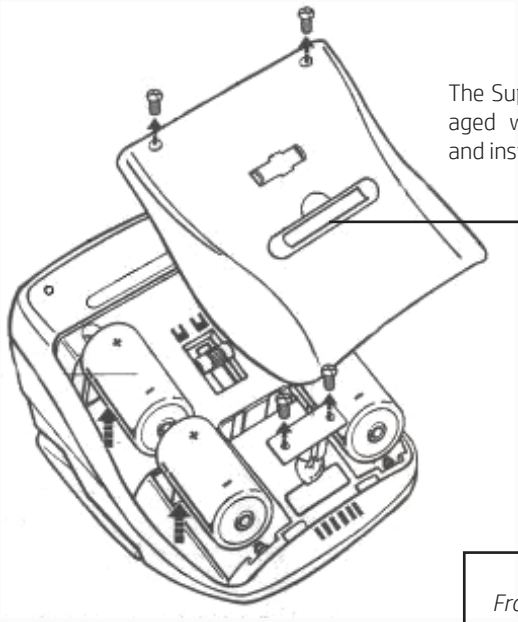
Do not scratch it or use abrasive cleaning materials such as paper. If you need to clean oily finger marks, use soapy water or window cleaning solvent.

R-Zone Super Screen

The R-Zone Super Screen (sometimes called the R-Zone tabletop) was released in late 1996 and initially cost $29.99. It allowed R-Zone games to have color for the first time. Some games allow for a special lens to be used with this particular R-Zone and simply provide the user with a non-animated color background. Game movement on screen is black. The screen is considerably larger than the other R-Zone models; because of this, and the fact that the user is not required to look at a mirror at a precise angle to see the gameplay, other people can also see gameplay. The unit requires 4 D batteries to run. In this model the D-pad was swapped out for four directional buttons (up, down, left, and right).

Technical specifications

- Sound: Mono speaker.
- Power requirements: 4 "D" size batteries
- Screen: Magnifying LCD Display
- Color: 1 (Black)



The Super Screen model came packaged with a replacement lightbulb and instructions on how to change it.

From the manual:

LARGER THAN LIFE LCD GAME ACTION!

The world of R-Zone is always changing! Now you can use any R-Zone game cartridge to "size-up" your game on the largest LCD screen and color backgrounds with the R-Zone Super Screen!

The Super Screen flip-up screen.

X.P.G. Xtreme Pocket Game

"X.P.G. Xtreme Pocket Game", released in 1997, is a completely handheld version of the console. It lacks a headset, and instead projects the display onto a mirrored surface directly above the game controller area on the unit. This version uses 4 AAA batteries in 2 separate compartments on either end of the unit. The bulb used to light screen takes up so much room in the device that it is somewhat of a misnomer to be called "pocket."

Technical specifications

Model: 71-331

- Sound: Mono speaker (there are no speaker on the left).
- Power requirements: 4 "AA" size batteries changed in late 1996 to 4 "AAA"
- Screen: LCD

R-Zone DataZone

The R-Zone DataZone was released in late 1996. It is another handheld version of the console, but includes a data organizer. It no longer projects the image through a mirror but rather just flat displays it with a backlight. It uses one watch battery to store data and 2 AAA batteries to run the game portion.

This version is the rarest of the four.

Technical specifications

- Sound: Single mono speaker.
- Power requirements: 2 “AAA” size batteries 1×CR-2032 (for backup).
- Keyboard: 66 rubber keys (including game keys)
- Display: 1 line × 12 chars & 1 line × 12 digits, 1 line of icons; window for the game cartridge

Built-in Functions

- Clock
- Phone book
- Calendar
- Anniversary
- Calculator (8-digit)
- Schedule

When closed, the DataZone may be used as a pure game console.

Commercial R-Zone Games

The R-Zone was such a commercial failure that little to no information exist on the exact number of games released. Games came in two formats, with or without the super screen.

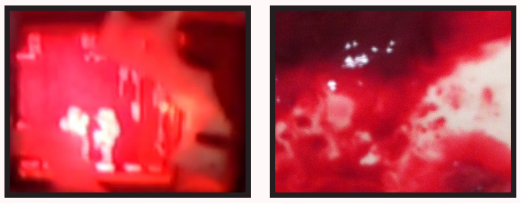
27 games are confirmed to exist. Although some are common, some of them are extremely rare are they were produced in such small quantity. The Mask of Zorro and Football are confirmed to be regions exclusive but others could be as well.

Due to Tiger's relationship with companies such as Sega, many popular intellectual properties were brought to the system in an attempt to woo consumers. However the multitude of limitations which plagued the console meant that many were left disappointed.

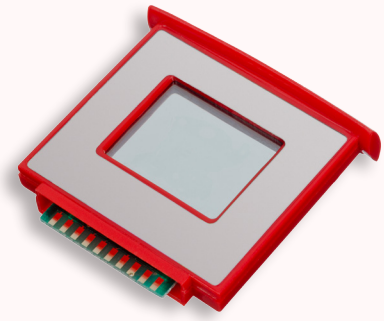
At least six Sega games are known to have been released on the R-Zone, including Indy 500 which acted as a launch title.

The following pages consist of the commercial games for the console. I used videogamekraken.com a lot for reference and help on these pages. Information mostly comes from the description from the package the games came in.

Screenshots and box pictures are horrible and looks like nose blood, since most of them are stills from videos and bad pictures. Yellow pictures are from the official adverts and packages (which are not much better).



One of these pictures are of nose blood, the other are gameplay taken from the R-Zone. Can you guess what's what?



Apollo 13

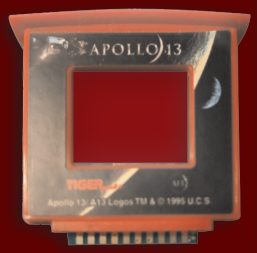
Release date 1996
Genre Action

Apollo 13 is based on the 1995 film of the same name.

This is one of the more rare games for the system.

excerpt from the package:

Your APOLLO 13 cartridge features exciting game play based on the hit motion picture!



Area 51

Release date 1996
Genre Action

Area 51 is based around the 1995 light-gun arcade game of the same name.

According to the package, players must fight an alien attack on the military base at Area 51.

The R-Zone version of the game is a first-person shooter. Players move a crosshair and shoot enemies appearing on the screen.

Football

Release date 1998
Genre Sports

Football is one of the few games for the R-Zone not based on an existing franchise.

The game is a soccer game. It feature crowd cheering sound when a goal is scored.

This is one of the more rare games for the system. It was for a while unknown if the game was ever released.

This was an European exclusive released in France and was apparently only released as a Pack-in.

Batman & Robin

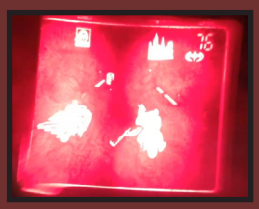
Release date 1997
Genre Action

Batman & Robin is based on the 1997 film of the same name.

Players can take control of Batman, Robin and Batgirl. The game feature fighting and motorcycle gameplay. The fighting stage is similar to a beat-em up' game where players fight oncoming enemies. The motorcycle level plays similar to the R-Zone version of Road Rash 3.

excerpt from the advert:

The blockbuster 'Batman and Robin' film bursts to life on Tiger's new XPG unit. Walk and run through Gotham City as Batman or Robin against Mr. Freeze, Poison Ivy, and Bane! Motorcycle as Batgirl!



Batman Forever

Release date 1995
Genre Action

Batman Forever is based on the 1995 film of the same name.

Batman Forever have levels with different gameplay. Level 1 is a side scrolling level where players must jump over holes and fight enemies. Level 2 is driving game where players take control of the Batmobile and shoot at other cars.

excerpt from the advert:

Welcome to the R-Zone. Slip on the headband and stylized eye-piece and enter a new dimension in LCD gaming! Watch as your favorite Batman Forever characters illuminate on your specially designed game lens while you control their every move with a separate hand control. Only you will experience the special moves and fighting action of the characters as they flash in 'Red' before your eyes!

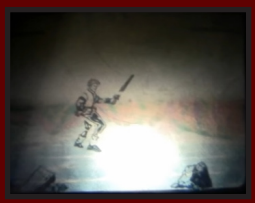
Battle Arena Toshinden

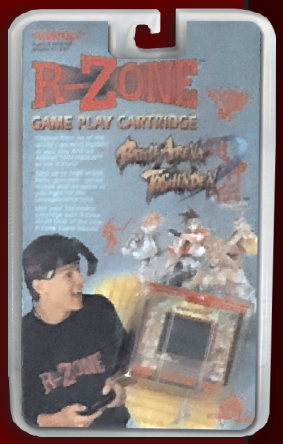
Release date 1996
Genre Fighting

Battle Arena Toshinden is based on the 1995 fighting game originally released on the Playstation.

Battle Arena Toshinden on the R-Zone is also a fighting game. It let players choose different characters too play as. The game plays like most fighting games on the R-Zone where players can use different attacks, including jumping.

The screenshots are from the R-Zone Super Screen. The glare in the middle are from the light bulb shining through the game screen.





excerpt from the package:

- *Choose from six of the world's greatest fighters as you play BATTLE ARENA TOSHINDEN™ in the R-Zone!*
- *Step up to high action kicks, punches, special moves and weapons as you fight for the championship title!*

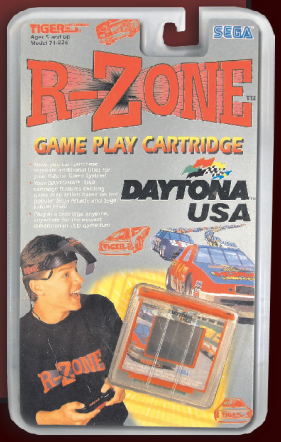
Daytona USA

Release date 1995
Genre Racing

Daytona USA uses the name of the 1993 arcade racing game.

The game plays similar to most Tiger racing game. It feature both a first and third-person view. The game have three lanes to use when driving and gameplay is mostly dodging cars and keeping the car on the road.

The game also exist in Super Screen version.



Independence Day

Release date 1997
Genre Action

Independence Day is a shooter based on the 1996 film of the same name.

Players take control of a fighter plane who must shoot missiles to counter an alien attack. It feature two modes; Air assault and face-to-face close encounter.

The game also exist in Super Screen version.

excerpt from the package:

- *Use your awesome fighter plane's advanced targeting system!*
- *Fire missiles to counter the ailien air-strike!*

Indy 500

Release date 1995
Genre Racing

Indy 500 is a formula 1 racing game. The game plays like most of the Tiger racing game where players drives in first-person. The game have three lanes to use when driving. The gameplay is mostly dodging cars and keeping the car on the road.

excerpt from the package:

- *The ultimate in high speed racing reaches a new dimension as you play INDY 500 in the R-Zone!*
- *Plug-in a cartridge and race against the world's greatest drivers! Choose from three modes of action packed Indy racing!*

Judge Dredd

Release date 1995
Genre Action

Judge Dredd is probably based on the 1995 film of the same name.

Not much information on the game.

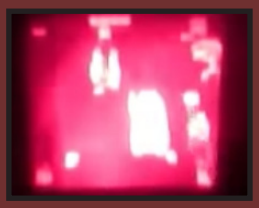
Jurassic Park: The Lost World

Release date 1997
Genre Action

The Lost World: Jurassic Park is based on the 1997 film of the same name.

The game is a action-driving game where players must survive against Tyrannosaurus rex, Triceratops, and Velociraptors in various jungle island levels.

The game may only have had a pack-in release along with the R-Zone Headgear.



excerpt from the advert:

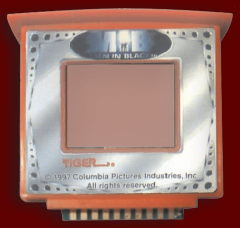
Enter the R-Zone's "The Lost World: Jurassic Park"! Race for your own survival across a jungle island teeming with dinosaurs! Your choice of motorcycle or all-terrain special vehicle. T-Rex, Triceratops, Raptors and more!

Men in Black

Release date 1997
Genre Action

Men in Black is based on the 1997 film of the same name.

Not much information on the game are found online.



Mask of Zorro

Release date 1998
Genre Action

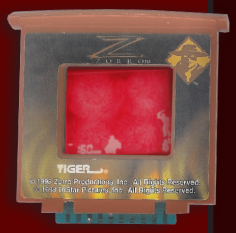
Mask of Zorro may have taken it's name from the 1998 film The Mask of Zorro.

Players play as the masked vigilante, Zorro, and must fight oncoming enemies with his rapier.

The game is one of the more rare titles for the R-zone. It was the last game and most were pulled from the shelves so Tiger could focus on their new system, the Game.com.

It was an UK Exclusive and was only released as a Pack-in.

The screenshots are from the R-Zone Headgear.



Mortal Kombat 3

Release date 1995
Genre Fighting

Mortal Kombat 3 was originally released as a 1995 arcade fighting game.

Players can choose to play as eight different characters (Sindel, Sonya, Sheeva, Liu Kang, Kano, Sektor, Jax and Sub-Zero). It feature two different arenas; The Street and The Subway.

Players can attack, move forward, backwards and jump.

The game was also released as a bundle along with the Headgear console.

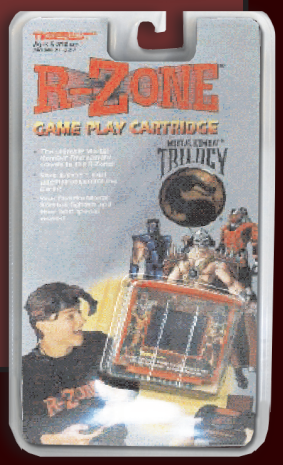
Mortal Kombat Trilogy

Release date 1996
Genre Fighting

Mortal Kombat Trilogy was originally released as a 1996 fighting game for the Playstation.

Players can choose to play as seven different characters (Kitana, Sonya, Mileena, Sektor, Ermac, Cyrax and Sub-Zero). The bosses includes Shao Kahn and Kintaro.

The game was also released as a bundle along with the X.P.G. console.

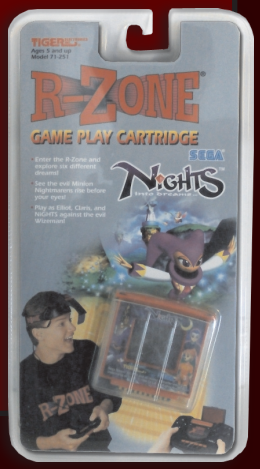


Nights into Dreams

Release date 1996
Genre Shooter

This was based on the Sega Nights franchise. It was originally released on a stand-alone Tiger handheld, but was later ported to the R-Zone console.

The game was also released as a bundle along with the Headgear console.



excerpt from the package:

- *Enter the R-Zone and explore six different dreams!*
- *See the evil minion Nightmarens rise before your eyes!*
- *Play as Elliot, Claris, and NIGHTS against the evil Wizeman!*

Panzer Dragoon

Release date 1995
Genre Shooter

Panzer Dragoon is based on the 1995 Sega Saturn game.

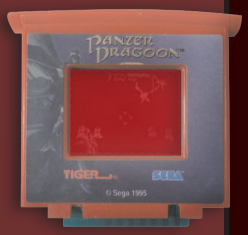
Like the original version, this is a rail shooter. Players ride a dragon and must shoot asteroids and enemies appearing on the screen while avoiding obstacles. Levels change the layout each level and the game has easy, medium and hard mode. The game also feature boss dragons.

The game also exist in Super Screen version.

The screenshots are from the Headgear version.

excerpt from the package:

Your PANZER DRAGOON cartridge features exciting game play based on the popular title available only for the Sega Saturn until now!



Primal Rage

Release date 1996
Genre Fighting

Primal Rage is based on the 1994 arcade fighting game.

The R-Zone version is also a fighting game that feature different characters to choose from and multiple attacks to use. Players can choose from different attacks while fighting. The game have repetitive music while playing, which can be muted.

excerpt from the package:

- *The arcade smash is now a new R-Zone cartridge!*
- *Choose from 6 awesome gods in the quest to rule the new Urth!*

Road Rash 3

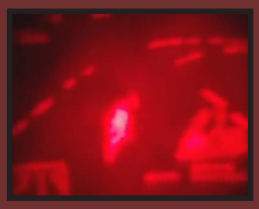
Release date 1996
Genre Racing

Road Rash 3 is a motorcycle racing game based on a 1995 Sega Genesis game.

Like in the original version, players take part in a motorcycle race and must fist-fight other racers. Obstacles includes cars, which players must dodge. Players can also buy new bikes or upgrade their existing bike with money won in races.

The game was probably only released as a Pack-in.

The screenshots are mostly from the R-Zone Super Screen.



Star Wars: Imperial Assault

Release date 1997
Genre Shooter

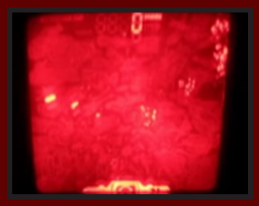
Star Wars: Imperial Assault is based on the Star Wars franchise and seems like an original title for the system (as in, not based on any existing video game).

Players take control of a Tie-fighter and must shoot down rebel planes. It plays like most of the driving/shooters on the R-Zone.

The screenshots are from the X.P.G. version.

excerpt from the package:

- *Take control of the Advanced TIE x1 prototype!*
- *Dogfights with X-Wings, Y—Wings-even the Millenium Falcon!*
- *Crush the Rebellion and restore order to the galaxy!*



Star Wars: Jedi Adventure

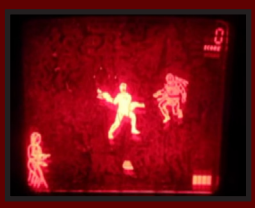
Release date 1995
Genre Action

Star Wars: Jedi Adventure is based on the Star Wars franchise. It looks like it's not based on any existing video game.

The game is an action/shooting game. Players take control of Luke who uses a blaster. The game plays sort of like a beat-em up', where players walk to the right and shoot different enemies appearing on the screen.

excerpt from the advert:

In JEDI ADVENTURE, you play as Luke Skywalker against Boba Fett, Gammorean Guards, and other threats from the empire!



Star Wars: Millennium Falcon Challenge

Release date 1997
Genre Shooter

Star Wars: Millennium Falcon Challenge is based on the Star Wars franchise. It looks like it's not based on any existing video game.

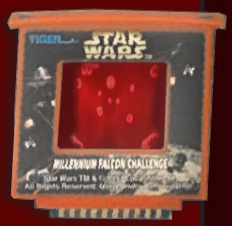
In this space shooter, set in the Star Wars universe, players take control of the Millennium Falcon through 4 levels. The game uses a first-person view and consists of shooting oncoming tie-fighters.

The package says that the game feature "authentic Star Wars sound effects".

The game also exist in Super Screen version

excerpt from the advert:

In the MILLENNIUM FALCON game, you pilot the Millennium Falcon against the attacks of Darth Vader and his rampaging armada of ships.



Star Wars: Rebel Forces

Release date 1997
Genre Action

Star Wars: Rebel Forces is based on the Star Wars franchise. It looks like it's not based on any existing video game.

The game is played in first-person and players must shoot oncoming enemies using a crosshair. They must also reload their weapon when needed.

The screenshots are from the X.P.G. version.

excerpt from the package:

- *Clash with the forces of the Empire.*
- *Take part in a Rebel attack simulation.*
- *Battle stormtroopers, bounty hunters, and assassin droids.*

Virtua Cop

Release date 1996
Genre Shooter

Virtua Cop is based on the 1994 arcade light-gun game of the same name.

Players use a crosshair that they must move between a four-by-four grid to shoot different enemies appearing on the screen. Players will fire with one button and reload with another.

The game also exist in Super Screen version (the screenshots are from this version)

excerpt from the package:

- *Ready, aim, fire as you play Sega's VIRTUA COP™ in the R-Zone!*
- *Your VIRTUA COP™ cartridge features exciting target-shooting action you can now play on two different formats - R-Zone Head Gear and the R-Zone Super Screen!*

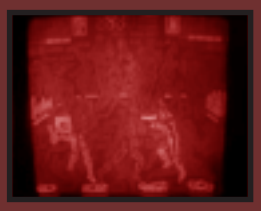
Virtua Fighter

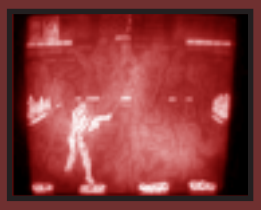
Release date 1995
Genre Fighting

Virtua Fighter is based on the 1993 arcade fighting game of the same name.

In this fighting game players starts by choosing from different fighters. The player character can use different attacks, including jump attacks.

The game have a “sound track” playing while fighting in matches. The music stops for a moment when a SFX plays (punching sounds, etc..)





Virtua Fighter 2

Release date 1996
Genre Fighting

Virtua Fighter 2 is based on the 1994 arcade fighting game of the same name.

excerpt from the package:

- *The VIRTUA FIGHTER™ tournament continues in the R-Zone!*
- *Step up to high action kicks, punches and special moves as two new fighters join the tournament - Shun Di and Lion Rafale!*

VR Troopers

Release date 1995
Genre Action

VR Troopers is based on the 1995 Sega Genesis fighting game of the same name.

Unreleased Games

Many list on the internet includes theses 3 games, but no proof of their existence was ever produced. These games may appear at some point though, as a few of R-Zone games which was previously thought to have been unreleased was found.

Star Trek *(#71-247)*; based on the Star Trek franchise.

Nascar Racing; racing game based on the Nascar franchise.

Waterworld; based on the 1995 film of the same name.

Spawn; based on the Spawn franchise and was announced in 1995 (two years before the release of the movie). It was most likely never released.

Picture taken from a Tiger TV advert

Checklist For Commercial Released R-Zone Games

These pages includes a checklist for the R-Zone games.
This is a very incomplete list. The games had several different variations of packages when released, and this isn't nearly every variation. Empty spaces on the lists are included if you are a collector and want to include different variations as they resurface (as they are bound to do) online.

Name	ID nr.	C	I	M	pg.
Apollo 13	#71-237				123
Area 51	#71-248				123
Batman & Robin	#71-254				124
Batman Forever	#71-212				124
Batman Forever	#71-231				124
Battle Arena Toshinden	#71-241				125
Daytona USA	#71-236				125
Football					123
Indy 500	#71-312				126
Independance Day	#71-318				126
Judge Dredd					127
Men in Black	#71-249				127
Mortal Kombat 3					128
Mortal Kombat 3	#71-232				128
Mortal Kombat Trilogy	#71-322				129
Nights into Dreams					129
Panzer Dragoon	#71-238				130
Primal Rage	#71-239				130
Road Rash 3	#71-242				131
Star Wars Jedi Adventure	#71-317				132
Star Wars Millennium Falcon Challenge	#71-316				132
Star Wars Imperial Assault	#71-321				131
Star Wars Rebel Forces	#71-319				133
The Lost World	#71-315				127
Virtua Cop	#71-244				133
Virtua Fighter					134
Virtua Fighter 2	#71-311				134
VR Troopers					134
Zorro					128

Collecting for the R-Zone will most likely be a painful and expensive road to go. The library feature several very rare games. And all games came in plastic blister packs, in different variations (mostly with a different hangtap). Some games only came as a pack-in with the system (also in blister packs). European auction and forum sites would be the best place to search for games.

There is also the problem with bubbles on the cartridge screen which is a common issue.

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Name	ID nr.	C	I	M	notes

Console Release Variations

The R-Zone consoles received several different bundle releases.
These pages includes some of them.

R-Zone Headhear

The Lost World: Jurassic Park

Batman Forever

Mortal Kombat 3

Italy

US.
71-204

Nights Into Dreams

Indy 500

Italy

US.
71217BCTIE-1

Virtua Fighter

the Headgear also received a bundle with Virtua Fighter which was released in Italy

Star Wars: Millennium Falcon Challenge

Daytona USA

Italy

Road Rash 3

Italy

Mask of Zorro

Europe

R-Zone Super Screen

Daytona USA

the Super Screen also received a bundle with Daytona USA which was released in Italy

Battle Arena Toshinden

One of the few releases released in a cardboard box

Mortal Kombat 3

Battle Arena Toshinden

Europe
71-302

R-Zone X.P.G.

Mortal Kombat Trilogy

US.
71-333

Star Wars:
Jedi Adventure

Italy

US.
63-JC072-7402

Batman & Robin

US.
71-332

R-Zone Data Zone

List of Commercial Microvision Games

Name	pg.
Alien Raiders	18
Baseball	20
Block Buster	19
Bowling	19
Connect Four	21
Cosmic Hunter	22
Mindbuster	25
Phaser Strike	23
Pinball	21
Sea Duel	24
Super Block Buster	26
Vegas Slots	22
Barrage (unreleased)	26

List of Adventure Vision Games

Name	pg.
Defender	38
Space Force	39
Super Cobra	38
Turtles	39

List of Colorvision Games

Name	pg.
Beasts Planet	51
Horror House	51
Jungle Boy	49
Monster Chase	50
Submarine	50

List of Supervision Games

Name	pg.
2-in-1 Block Buster / Cross High	96
2-in-1 Hash Block / Eagle Plan	97
4-in-1 Hash Block / Jacky Lucky / Challenger Tank / Brain Power	96
4-in-1 Jaguar Bomber / Earth Defender / Cave Wonders / Soccer Champion	97
Alien	62
Balloon Fight	63
Block Buster	68
Brain Power	65
Bubble World	63
Carrier	67
Challenger Tank	70
Chimera	71
Chinese Checkers	66
Classic Casino	62
Climber	64
Cross High	95
Crystball	66
Dancing Block	69
Delta Hero	67
Dream World	68
Eagle Plan	72
Earth Defender	73
Fatal Craft	73
Final Combat	74
Galactic Crusader	72
Galaxy Fighter	75
Grand Prix	70
Happy Pairs	74
Happy Race	76
Hash Blocks	77
Hero Hawk	78
Hero Kid	79
Honey Bee	80
Jaguar Bomber	81
John Adventure	75
Journey to the West	82
Juggler	77
Kabi-Island	83
Kitchen War	81
Kung-Fu Street	76
Linear Racing	69
Ma Jong	85
Magincross	64
Matta Blatta	84
Olympic Trials	87
P-52 Sea Battle	86
Pacboy & Mouse	88
Pacific Battle	87
Penguin Hideout	84
Police Bust	78
Popo Team	80
Pyramid	85
Recycle Design	89
Scaffolder	83
Soccer Champion	86
Sonny Xpress	91
Space Fighter	91
Sssnake	90
Super Block	92
Super Kong	92

Name	pg.
Super Pang	89
Tasac 2010	93
Tennis Pro '92	88
Thunder Shooting	93
Treasure Hunter	94
Untouchable	94
Witty Cat	95
Assembloids (homebrew)	98

List of Supervision Unreleased Games

Name	pg.
B52 Battle / USA Sea Battle	99
Combat	100
Devil Paradise	99
Happy Flappy	99
Jade Legend	100
Marpol Brother	99
The Kung-Fu Fighter	100
Wonder Fish	100

List of R-Zone Games

Name	pg.
Apollo 13	123
Area 51	123
Batman & Robin	124
Batman Forever	124
Battle Arena Toshinden	125
Daytona USA	125
Football	123
Independence Day	126
Indy 500	126
Judge Dredd	127
Jurassic Park: The Lost World	127
Mask of Zorro	128
Men in Black	127
Mortal Kombat 3	128
Mortal Kombat Trilogy	129
Nights into Dreams	129
Panzer Dragoon	130
Primal Rage	130
Road Rash 3	131
Star Wars: Imperial Assault	131
Star Wars: Jedi Adventure	132
Star Wars: Millennium Falcon Challenge	132
Star Wars: Rebel Forces	133
Virtua Cop	133

Name	pg.
Virtua Fighter	134
Virtua Fighter 2	134
VR Troopers	134